

Item Icons



Bags/Bottles/Pouches/Containers



Books/Librans/Manuals/Tomes



Cloaks/Robes



Girdles/Hats/Helms



Jewels/Jewelry/Phylacteries



Boots/Bracers/Gloves

Item Icons

**Candles/Dusts/
Ointments/Incense/Stones**



Household Items/Tools



Musical Instruments



The "Weird" Stuff



Special Armor



Magical Weapons



Alchemy Jug

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: 2 gallons per round

Duration: Special

Area of Effect: N/A

Saving Throw: None

XP Value: 3,000

Reference: DMG, pp. 158-59



This magical device can pour forth various liquids upon command. The quantity of each liquid is dependent upon the liquid itself. The jug can pour only one kind of liquid on any given day, seven pourings maximum. The liquids and quantity per pouring are:

Salt water	16 gallons
Fresh water	8 gallons
Beer	4 gallons
Vinegar	2 gallons

Wine	1 gallon
Ammonia	1 quart
Oil	1 pint
Aqua regia	2 gills (8 oz.)
Alcohol	1 gill (4 oz.)
Chlorine	8 drams (1 oz.)
Cyanide	4 drams ($1/2$ oz.)

The jug pours forth two gallons per round, so it will require eight rounds to complete a pouring of salt water.

Bag of Beans

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: Special

Speed/Casting
Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: Special

XP Value: 1,000

Reference: DMG, p. 159



This bag, constructed of heavy cloth, is about 2' wide and 4' long. A character who opens it finds several large, pebble-like objects inside. If dumped out of the bag, these objects explode for 5d4 points of damage each. All within a 10' radius must successfully save vs. spell or suffer full damage. To be removed safely, the beans in the bag must be taken out by hand—*telekinesis* won't prevent them from exploding, nor will working them out with tools. If placed in dirt and watered, each pebble-like bean "sprouts" a creature or object. *Bags of beans* generally hold 3d4 beans, only one or two of which are beneficial, the others sprouting monsters or useless things. For example: **Bean #1:** Three shriekers spring up and begin wailing; **Bean #2:** An *ice storm* strikes the area; **Bean #3:** A poisonous raspberry bush

with animated runners shoots up, but each of its 5d4 berries is either a gem of 100 or 500 gp base value or is worthless glass; **Bean #4:** A hole opens in the ground (a purple worm or a *djinni* ring can be below); **Bean #5:** Smoke and gas cover a 50'-radius area for five turns (creatures can't see and are blinded for 1d6 rounds when they step out of the smoke); **Bean #6:** A wyvern grows instantly and attacks (its sting is a *javelin of piercing*); **Bean #7:** Poison gas seeps out slowly, forming a 20'-radius cloud that persists for one turn (while it lasts, it might turn some dirt at its center to magical dust—*appearance, vanishing, sneezing and choking*).

Thought, imagination, and judgment on the part of the DM are required.

Bag of Bones

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Priests

Range: N/A

Speed/Casting
Time: 1 round

Duration: Special

Area of Effect: N/A

Saving Throw: None

XP Value: 3,000

Reference: *Tome*, p. 133



This item, usable only by priests, is a small, ordinary-looking leather pouch that contains a number of tiny bones. When these bones are scattered over a 40 yard \times 20 yard area and the word of command is spoken, a unit of skeletons immediately springs from the ground. This unit comprises eight BATTLESYSTEM™ rules figures of skeletons (80 skeletons) armed with swords. (The statistics for this unit are: AD 6, AR 8, Hits 1, ML n/a, MV 12". Hits from piercing and slashing weapons are reduced by half.)

The unit unconditionally obeys the combat orders of the priest, never checking morale. The unit fights until totally destroyed or until the sun sets (at which time the remaining skeletons crumble into dust). Two out of three (1-66 on 1d100) of these bags are "one-shot" magical items: once the

bones are used, they are gone forever. One out of three (67-100 on 1d100) bags magically replenishes itself every sunset if the bones have been used.

A *bag of bones* works only on a battlefield in the full heat of battle. (For the purposes of this definition, a "battlefield" is a place where units are in conflict and where *at least* 100 individuals per side are involved.) The unit never splits up and obeys no orders other than to enter combat.

Certain war deities may frown upon the use of these troops, believing them to be unworthy and cowardly. Priests who worship these deities may suffer divine consequences if they use a *bag of bones*.

Bag of Devouring

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting

Time: N/A

Duration: N/A

Area of Effect: Special

Saving Throw: Special

XP Value: None

Reference: *DMG*, p. 159



This bag appears to be an ordinary sack—possibly appearing to be empty, possibly holding beans. The sack is, however, the lure used by an extra dimensional creature—this is one of its feeding orifices.

Any substance of animal or vegetable nature is subject to “swallowing” if it is thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusions, but any time it senses living human flesh within, it is 60% likely to close and attempt to draw in the whole victim—base 75% chance for success, less Strength bonus for “damage,” each +1 = -5% on base

chance. Thus, an 18 Strength character (with +2 damage) is only 65% likely to be drawn into the bag, while a 5 Strength character (with -1 damage) is 80% likely to be drawn in.

The bag radiates magic. It can hold up to 30 cubic feet of matter. It acts as a *bag of holding* (normal capacity), but each turn it has a 5% cumulative chance of “swallowing” the contents and then “spitting the stuff out” in some nonspace. Creatures drawn within are consumed in one round, eaten, and are gone forever.

Bag of Holding

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: N/A

Duration: N/A

Area of Effect: N/A

Saving Throw: None

XP Value: 5,000

Reference: DMG, pp. 159-60



As with other magical bags, this one appears to be a common cloth sack of about 2' x 4' size. The *bag of holding* opens into a nondimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag always weighs a fixed amount. This weight, the bag's weight limit in contents, and its volume limit are determined by making a percentile role and consulting the table below:

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D100	Weight	Weight Limit	Volume Limit
01-30	15 lbs.	250 lbs.	30 cu. ft.
31-70	15 lbs.	500 lbs.	70 cu. ft.
71-90	35 lbs.	1,000 lbs.	150 cu. ft.
90-00	60 lbs.	1,500 lbs.	250 cu. ft.

If overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. The contents are lost forever in the vortices of nil-space.

Bag of Tricks

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: N/A

Saving Throw: None

XP Value: 2,500

Reference: DMG, p. 160



A *bag of tricks* appears to be a typical sack, and visual or other examinations show it to be empty when first discovered. However, anyone who reaches inside feels a small, fuzzy object. If this object is taken from the bag and tossed from 1' to 20' away, it turns into one of several animals. When the possessor of the *bag* does so, the DM should consult the *Bag of Tricks Animals* table, on page 160 of the *DMG*, in order to determine the type of animal, as well as its pertinent statistics.

These animals obey and fight for the individual who brought them into being. The kind of animal inside a *bag of tricks* varies each time an animal is drawn from the bag.

Only one creature can be drawn forth at a time. It alone exists until it is slain, until one turn has elapsed, or until it is ordered back into the *bag of tricks*. At that point, the creature vanishes. Only then can another animal be brought forth. Up to 10 creatures can be drawn from the bag each week.

Bag of Transmuting

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting

Time: Special

Duration: N/A

Area of Effect: Contents

Saving Throw: None

XP Value: None

Reference: DMG, p. 160



This magical sack appears to be a *bag of holding* of one of the four sizes below, determined by rolling percentile dice.

D100	Weight	Weight Limit	Volume Limit
01-30	15 lbs.	250 lbs.	30 cu. ft.
31-70	15 lbs.	500 lbs.	70 cu. ft.
71-90	35 lbs.	1,000 lbs.	150 cu. ft.
90-00	60 lbs.	1,500 lbs.	250 cu. ft.

It performs properly for 1d4 + 1 uses (or more if the usages are made within a few day's time). At some point, however,

the magical field wavers, and metals and gems stored in the bag are turned into common metals and stones of no worth.

When emptied, the bag pours forth these transmuted metals and minerals. Any magical items (other than artifacts and relics) placed in the bag become ordinary lead, glass, or wood as appropriate (no saving throw) once the transmuting effects have begun.

Beaker of Plentiful Potions

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: 1 round per dose

Duration: Special

Area of Effect: User

Saving Throw: Special

XP Value: 1,000

Reference: DMG, p. 160



This container resembles a jug or flask. It is a magical beaker with alchemical properties allowing it to create $1d4 + 1$ doses of $1d4 + 1$ potions. (The kinds of potions are determined by random selection. See **Table 89**, page 136, of the *DMG*.) Different potion types are layered in the container, and each pouring takes one round and results in one dose of one potion type.

The DM should roll $1d4 + 1$ to find the number of potions the beaker contains. Roll again to determine which potions the beaker contains—*delusion* and *poison* are possible. Record each potion in order of

occurrence—the potions are layered and are poured in order. Duplication is possible.

If the container holds only two potions, it dispenses them one each per day, three times per week; if three are contained, it dispenses them one each per day, two times per week; and if four or five potions are contained, it produces each just once per week.

Once opened, the beaker gradually loses the ability to produce potions. This reduction in ability results in the permanent loss of one potion type per month, determined randomly.

Bucknard's Everfull Purse

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: Overnight

Duration: Special

Area of Effect: Contents

Saving Throw: None

XP Value: Special

Reference: DMG, p. 163



This item appears to be a leather pouch or small bag. Each morning it duplicates certain coins—and possibly gems as well. When found, the purse is full of coins. If totally emptied and left so for more than a few minutes, the magic of the purse is lost, but if one of any coin is placed within the bag, many coins will be found inside the next morning. The types of coins found is determined by consulting the table below. Once the type of bag is determined, its abilities do not change.

Roll 1D100: **01–50**—26 sp, 26 ep, and 26 gp; **51–90**—26 cp, 26 ep, and 26 pp; **91–00**—26 cp, 26 ep, and 26 gems*

*Base 10 gp gems that can increase to a maximum of 100 gp only.

If the D100 roll was 01–50, the XP value of the *purse* is 1,500; if the roll was 51–90, the XP value is 2,500; if the roll was 91–00, the XP value is 4,000.

Decanter of Endless Water

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: Special

Speed/Casting
Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: None

XP Value: 1,000

Reference: DMG, p. 166



This stoppered flask looks ordinary, but radiates an aura of magic. If the stopper is removed and the proper words are spoken, a stream of fresh or salt water pours out as ordered. There are separate command words for the amount, as well as the type of water. Water can be made to come forth as follows:

Stream: Pours out one gallon per round

Fountain: 5'-long stream at five gallons per round

Geyser: 20'-long stream at 30 gallons per round

The geyser causes considerable back pressure, and the holder must be well braced or be knocked over. The force of the geyser kills small animals and insects (mice, moles, small bats, etc.). The command word must be given to cease.

Efreeti Bottle

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: N/A

Area of Effect: N/A

Saving Throw: None

XP Value: 9,000

Reference: DMG, p. 168



This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. There is a 10% chance that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance that

the efreeti of the bottle will only grant three wishes. The other 80% of the time, however, the inhabitant of the bottle serves normally (see the *Monstrous Compendium*). When opened, the efreeti issues from the bottle instantly.

Eversmoking Bottle

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: 120,000 cubic feet
maximum

Saving Throw: None

XP Value: 500

Reference: DMG, p. 168



This metal urn is identical to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is very great if the stopper is pulled out, pouring from the bottle and totally obscuring vision in a 50,000-cubic-foot area in one round. Left unstoppered, the bottle fills another 10,000 cubic feet of

space with smoke each round until 120,000 cubic feet of space is fogged. This area remains smoked until the *eversmoking bottle* is stoppered. When the bottle is stoppered, smoke dissipates normally. The bottle can be resealed only if a command word is known.

Flask of Curses

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: N/A

Saving Throw: Special

XP Value: None

Reference: DMG, p. 169



This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It has magical properties, but detection does not reveal the nature of the *flask of curses*. It may contain a liquid or it may emit smoke. When the flask is first unstoppered, a *curse* of some sort is visited upon the person

or persons nearby. After that, it is harmless. The type of *curse* is up to the DM. Suggestions include the reverse of the priest's *bless* spell. Typical curses found on scrolls are recommended for use here as well. Or perhaps a monster could appear and attack all creatures in sight.

Flatbox

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: N/A

Duration: N/A

Area of Effect: N/A

Saving Throw: N/A

XP Value: 5,000

Reference: *Tome*, p. 137



A practical example of hypergeometry and hypermathematics, the *flatbox* appears to be a wooden box about 3' long, 2' wide, and 2" deep. It weighs eight pounds. The top of the box is a hinged lid.

When the lid is opened, the interior of the box is filled with impenetrable darkness. This darkness cannot be dispelled by any form of magic; it is a characteristic of the hypergeometrical topography of the box.

Although from the outside the *flatbox* appears to be only 2" deep, it actually has the internal volume of a box 6' deep. (Thus, it has a volume of 36 cubic feet.) The maximum weight that can be loaded into a *flatbox* is 500 pounds. No matter how much of its volume is filled, the *flatbox* still weighs only eight pounds.

Since the inside of the box is completely dark, the only way to retrieve a specific item is to feel around within the box. Finding an object this way takes 1d4 rounds.

There is a significant danger associated with the *flatbox*. If it is taken into an extra-dimensional space (such as within a *portable hole*), if it is *teleported*, *gated*, or transported via *dimensional folding* or any analogous method, or if it ever suffers 15 hit points of damage, the *flatbox* explodes violently. This explosion destroys all contents of the box and inflicts 4d10 hit points of damage on any creature within 20' (save vs. spell for half damage).

Heward's Handy Haversack

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: N/A

Duration: N/A

Area of Effect: N/A

Saving Throw: Special

XP Value: 3,000

Reference: *DMG*, p. 171



A magical backpack of this sort appears quite ordinary—well-made and well-used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a *bag of holding* and actually contains material equal to as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the

pack can contain up to 8 cubic feet or 80 pounds of material.

The pack has an even greater power: When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what the haversack contains. *Heward's handy haversack* and whatever it contains gain a +2 bonus to all saving throws.

Iron Flask

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 60'

Speed/Casting
Time: 3

Duration: Special

Area of Effect: N/A

Saving Throw: Special

XP Value: None

Reference: DMG, p. 173



These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal set round with sigils, glyphs, and special symbols. When the user speaks a command, he can force any creature from another plane into the container, provided the creature fails its saving throw vs. spell—after magic resistance, if any, is checked. Range is 60'. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

If the individual freeing the captured creature knows the command word, the creature can be forced to serve for one turn (or to perform a minor service which takes up to one hour). If freed without command knowledge, roll dice for the creature's reaction. Any attempt to force the same creature into the flask a second time allows it +2 on

its saving throw and makes it *very* angry and totally hostile. A discovered bottle might contain:

D100 Roll	Contents
01-50	Empty
51-54	Air elemental
55-65	Djinni
66-69	Earth elemental
70-72	Efreeti
73-76	Fire elemental
77-86	Invisible stalker
87-89	Rakshasa
90-93	Salamander
94-97	Water elemental
98-99	Wind walker
00	Xorn

Jar of Preserving

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: N/A

Duration: Special

Area of Effect: Contents

Saving Throw: None

XP Value: 500

Reference: *Tome*, p. 139



This piece of magical glassware is able to hold up to 1 cubic foot of material. The round jar is equipped with a glass lid that screws into place.

Any animal or vegetable matter placed in a *jar of preserving* enters a form of suspended animation. A rosebud never wilts, for example, and a small animal never ages and does not require food, water, or air. Spell components placed in the jar never lose potency.

Nefradina's Identifier

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Wizards

Range: 0

Speed/Casting
Time: $1d4 + 1$ turns

Duration: $1d10 + 40$ uses

Area of Effect: Tested substance

Saving Throw: Special

XP Value: 1,000

Reference: *Tome*, p. 142



This highly valued item is a magical test kit used to identify potions, powders, and other alchemical substances. It consists of a wooden box (typically measuring 1' x 1' x 3') containing an assortment of vials, flasks, and beakers in small, padded compartments. Also in the box is a copy of a text called *Nefradina's Codex*. This book instructs the owner on how to use the kit.

When the owner wishes to identify a potion, powder, oil, perfume, or similar liquid or powdered magical item, he looks up the substance's characteristics (odor, color, consistency, and so on) in the codex and follows the directions given to create a test mixture by combining a number of ingredients found in the kit. He then adds a drop of the test mixture to the substance he wishes to identify. The resulting effects (changes in

color, sparks, smoke, bizarre odors, small explosions, etc.) are looked up in the codex and the substance is identified through a process of elimination.

The DM secretly rolls 1d100 to determine the actual results: **01-20:** The test kit is missing a vital chemical and can never identify that particular substance; **21-50:** The user comes to a false conclusion and believes the substance to be something it is not (DM's choice); **51-100:** The user successfully identifies the substance.

The DM Should modify the roll by +2% per level of experience of the character using the test kit.

The time required to perform a single test is 1d4 + 1 turns. A typical kit may be used 1d10 + 40 times.

Pouch of Accessibility

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: N/A

Duration: N/A

Area of Effect: N/A

Saving Throw: None

XP Value: 1,500

Reference: DMG, p. 177



This normal-seeming pouch is actually a strongly magicked item that can contain up to 300 lbs. in 30 specially constructed pockets within it. Each pocket, in turn, holds a maximum of 10 lbs. or 1 cubic foot of volume, whichever is reached first.

This device also enables the possessor to open it and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp.

These items are similar to *bags of holding* and *portable holes*, and the strictures about placement within such magical spaces apply

fully. Each *pouch of accessibility* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *pouch of accessibility*, a rift to the Astral plane is torn in the space, and the bag and the pouch are sucked into the void and forever lost. If a *pouch of accessibility* is placed within a *bag of holding*, it opens a gate to another plane, and the hole, bag, and any creatures within a 10' radius are drawn to the plane, the *pouch of accessibility* and *bag of holding* being destroyed in the process.

The pouch weighs 1 lb. empty and 4 lbs. when filled.



Portable Hole

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: N/A

Area of Effect: Special

Saving Throw: None

XP Value: 5,000

Reference: DMG, p. 177



A portable hole is a circle of magical cloth spun from the webs of a phase spider and interwoven with strands of ether and beams of Astral plane luminaries. When opened fully, a portable hole is 6' in diameter, but it can be folded as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional hole 10' deep to come into being. This hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only oxygen in the hole is that allowed by creation of the space, so creatures requiring the gas cannot remain inside for

more than a turn or so without opening the space again by means of the magical cloth. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral plane is torn in the space, and the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to another plane, and the hole, bag, and any creatures within a 10' radius are drawn to the plane, the *portable hole* and *bag of holding* being destroyed in the process.

Tenser's Portmanteau of Frugality

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Wizards

Range: N/A

Speed/Casting
Time: 2d6 hours

Duration: 4d10 uses

Area of Effect: Treated substances

Saving Throw: Special

XP Value: 6,000

Reference: *Tome*, p. 145



This moderately large, black leather traveling case contains a bewildering number of small instruments—tweezers, measuring beakers, small ceramic jars, and the like. It can be used to extract the greatest possible benefit from certain single-use magical items by partly diluting or admixing them. All potions, oils, dusts, incenses, glues, solvents, and *Nolzur's marvelous pigments* can be affected by *Tenser's portmanteau of frugality*.

For every two potions, applications of dust, or similar substances that are treated by the portmanteau, a third active dose or use can be extracted. Any such item may be affected only once by the power of the portmanteau. Single doses (a single potion, etc.) do not provide sufficient magic for treatment by the portmanteau.

The process of extracting the magic is not a simple task. The work takes 2d6 hours to complete. At the end of this time, the wizard must make an Intelligence check. If successful, the third dose is created. If failed, the third dose fails and only enough remains of the original materials for a single dose of the magical substance.

If *Alamir's fundamental breakdown* is cast during the process, the wizard gains a +2 to his Intelligence check. In this situation, the spell does not consume the magical items on which it is cast.

Each use of the portmanteau consumes some of the special agents required for the process. When discovered, the case holds enough materials to attempt 4d10 duplications.

Thought Bottle

Type: Bags, Bottles,
Pouches,
Containers

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: N/A

Area of Effect: N/A

Saving Throw: None

XP Value: 1,000

Reference: *Tome*, pp. 145-46



This item is usually looks similar to an *efreeti bottle*. Bottle and stopper are usually engraved with intricate runes. It is used to store and protect important memories and thoughts, and it often is used by powerful characters to manage their (potentially cluttered) memories. *Thought bottles* function for any intelligent creature.

A character concentrates on the thought to be stored. He then uncorks the bottle and speaks a command word. The thought is then transferred from the character's brain into the bottle. The caster remembers the general nature of the thought, but the specific details are trapped in the bottle.

To retrieve a thought, a character uncorks the bottle, speaks another word of command, and the thought is transferred directly into the user's brain.

Thought bottles can protect vital information. If he doesn't know the contents or the command word, a messenger carrying vital plans through enemy territory cannot reveal the contents of a bottle. Likewise, a spy might transfer secret information to a bottle, then use *forget* or *modify memory* to wipe it from his mind, thus becoming incapable of revealing the information. *Thought bottles* also may be used as "memory archives," where characters can save memories that are "cluttering up" their minds.

When discovered, 75% of all *thought bottles* can hold only a single thought or memory. The remaining 25% have a capacity of 2d4 separate thoughts or memories. There is a separate word of command for each "thought slot."

Boccob's Blessed Book

Type: Book, Libram,
Manual, Tome
Usable By: Wizards
Range: N/A
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: N/A
Saving Throw: N/A
XP Value: 4,500
Reference: DMG, p. 161



This well-made tome is always of small size. One is typically no more than 12" tall, 6" wide, and 1" thick, and some are a mere 6" in height. All such books are durable, waterproof, iron-and silver-bound, and locked. Copies of *Boccob's Blessed Book* gain a +3 bonus on their saving throws (as "leather or book").

The pages of such a book ac-

cept magic spells scribed upon them, and any book can contain up to 45 spells of any level. The book is thus highly prized by wizards of all sorts as a traveling spell book. It is unlikely that such a libram will ever be discovered (randomly) with spells already inscribed—inscribed or partially inscribed works of this nature are kept carefully by their owners.

Book of Exalted Deeds

Type: Book, Libram,
Manual, Tome
Usable By: Priests of good
alignment
Range: N/A
Speed/Casting
Time: Special
Duration: Special
Area of Effect: User
Saving Throw: Special
XP Value: 8,000
Reference: DMG, p. 161



This holy book is sacred to clerics of good alignment. Study of the work requires one week, but upon completion the good cleric gains 1 point of Wisdom and enough experience points to place him halfway to the next level of experience. Neutral clerics lose 20,000–80,000 experience points for perusing the work (a negative xp total is possible, requiring restoration but not lowering level below 1st). Evil clerics who try to use the book lose one full experience level, dropping to the lowest number of experience points possible to hold the level, and must *atone* by magical means or by offering up to 50% of all they gain for 1d4 + 1 adventures.

Fighters who handle or read the book are unaffected, though a paladin senses that it is good. Mages who read it lose 1 point of In-

telligence unless they successfully save vs. spell. If they fail to save, they lose 2,000–20,000 experience points. A thief who handles or reads the work sustains 5d6 points of damage and must successfully save vs. spell or lose 1 point of Dexterity. A thief also has a 10%–60% chance of giving up his profession to become a good cleric if his Wisdom is 15 or higher. Bards are treated as neutral priests.

Except as indicated above, the writing in a *book of exalted deeds* can't be distinguished from any other magical book, libram, tome, etc. It must be perused. Once perused, the book vanishes, never to be seen again. The same character can never benefit from perusing a similar tome a second time.

Book of Infinite Spells

Type: Book, Libram,
Manual, Tome

Usable By: Any

Range: N/A

Speed/Casting
Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: Special

XP Value: 9,000

Reference: DMG, p. 161



This magical work bestows upon any character of any class the ability to use the spells within its pages. However, upon first reading the work, any character not already able to use spells suffers 5d4 points of damage and is stunned for 5d4 turns. Thereafter, he can examine the writing without further harm. The *book of infinite spells* contains 1d8 + 22 pages. The nature of each page is determined by a percentile roll: 01-30 Blank page; 31-60 Priest spell; 61-00 Wizard spell.

Determine spell levels by rolling 1d10 for a priest spell, 1d12 for a wizard spell. On a roll of 8-10 (for priest) or 10-12 (for wizard), then roll 1d6 for priests, 1d8 for wizard spells. Once the level is known, the DM can select spells or determine them randomly—**record page contents secretly.**

A turned page can never be flipped back. As the last one is turned, the book vanishes. The owner can cast the spell to which the book is opened once per day. (If the spell is one the caster can normally carry, it can be cast four times per day.)

The owner of the book need not have the book on his person to cast the spell.

Each time a spell is cast, there is a chance the page magically turns. The owner will know this. The chance of a page turning: Casting spells usable by own class and/or level—10%; casting spell foreign to own class and/or level—20%; nonspellcaster using priest spell—25%; nonspellcaster using wizard spell—30%.

Treat each spell use as if a scroll were being employed, including time of casting, spell failure, etc.

Book of Vile Darkness

Type: Book, Libram,
Manual, Tome
Usable By: Priests of evil
alignment
Range: N/A
Speed/Casting
Time: 1 week
Duration: Permanent
Area of Effect: User
Saving Throw: Special
XP Value: 8,000
Reference: DMG, p. 161



This is a work of ineffable evil—meat and drink to priests of that alignment. To fully consume the contents requires one week of study, but once this has been accomplished, the evil priest gains 1 point of Wisdom and enough experience points to place him half-way into the next level of experience.

Priests neither good nor evil who read the book either lose 30,000–120,000 experience points or become evil without benefit from the book; there is a 50% chance for either. Good priests perusing the pages of the unspeakable *book of vile darkness* must successfully save vs. poison or die; and if they do not die they must successfully save vs. spell or become permanently insane. In the latter event, even if the save is successful, the priest loses 250,000 experience points, less 10,000 for each point of Wisdom he has.

Other characters of good alignment suffer 5d6 points of damage from handling the tome, and if they look inside, there is an 80% chance a night hag will attack the character that night. Nonevil neutral characters suffer 5d4 damage from handling the book, and those who read it must make a successful save vs. poison or become evil, immediately seeking out an evil priest to confirm their new alignment.

Except as indicated above, the writing in this book can't be distinguished from any other magical book. It must be perused. Once perused, the book vanishes, never to be seen again, nor can the same character ever benefit from perusing a similar tome a second time.

Libram of Gainful Conjuration

Type: Book, Libram,
Manual, Tome

Usable By: Wizards of neutral
alignment

Range: N/A

Speed/Casting
Time: 1 week

Duration: Permanent

Area of Effect: User

Saving Throw: Special

XP Value: 8,000

Reference: DMG, p. 173



This mystical book contains much arcane knowledge for wizards of neutral, chaotic neutral, and lawful neutral alignment. If a character of this class and alignment spends a full week cloistered and undisturbed, pondering the book's contents, he gains experience points sufficient to place him exactly at the midpoint of the next higher level. When this occurs, the libram disappears—totally gone—and that character can never benefit again from reading such a work.

Any non-neutral wizard reading so much as a line of the libram suffers 5d4 points of damage, falls unconscious for a like number of turns, and must seek a priest in order to atone and regain the ability to progress in

experience (until doing so, he gains no further experience).

Any nonwizard perusing the work must roll a saving throw vs. spell in order to avoid insanity. Characters who go insane can be healed only by a *remove curse* and one month of rest or by having a priest *heal* them.

Except as indicated above, the writing in this book can't be distinguished from any other magical book. It must be perused. Once perused, the book vanishes, never to be seen again. The same character can never benefit from perusing a similar tome a second time.

Libram of Ineffable Damnation

Type: Book, Libram,
Manual, Tome
Usable By: Wizards of evil
alignment
Range: N/A
Speed/Casting
Time: 1 week
Duration: Permanent
Area of Effect: User
Saving Throw: Special
XP Value: 8,000
Reference: DMG, p. 173



This brass-bound mystical book contains much arcane knowledge for wizards of evil alignment. If a character of this class and alignment spends a full week cloistered and undisturbed, pondering the book's contents, he gains experience points sufficient to place him exactly at the midpoint of the next higher level. When this occurs, the libram disappears—totally gone—and that character can never benefit again from reading such a work.

Any non-evil wizard reading so much as a line of the libram suffers 5d4 points of damage, falls unconscious for a like number of turns, loses one level of experience, and must seek a priest in order to atone and re-

gain the ability to progress in experience (until doing so, he gains no further experience).

Any non-wizard perusing the work must roll a saving throw vs. spell in order to avoid insanity. Characters who go insane can be healed only by a *remove curse* and one month of rest or by having a priest *heal* them.

Except as indicated above, the writing in this book can't be distinguished from any other magical book. It must be perused. Once perused, the book vanishes, never to be seen again. The same character can never benefit from perusing a similar tome a second time.

Libram of Silver Magic

Type: Book, Libram,
Manual, Tome
Usable By: Wizards of good
alignment
Range: N/A
Speed/Casting
Time: 1 week
Duration: Permanent
Area of Effect: User
Saving Throw: Special
XP Value: 8,000
Reference: DMG, p. 173



This silver-bound mystical book contains much arcane knowledge for wizards of good alignment. If a character of this class and alignment spends a full week cloistered and undisturbed, pondering the book's contents, he gains experience points sufficient to place him exactly at the midpoint of the next higher level. When this occurs, the libram disappears—totally gone—and that character can never benefit again from reading such a work.

Any nongood wizard reading so much as a line of the libram suffers 5d4 points of damage, falls unconscious for a like number of turns, loses one level of experience, and must seek a priest in order to atone and

regain the ability to progress in experience (until doing so, he gains no further experience).

Any nonwizard perusing the work must roll a saving throw vs. spell in order to avoid insanity. Characters who go insane can be healed only by a *remove curse* and one month of rest or by having a priest *heal* them.

Except as indicated above, the writing in this book can't be distinguished from any other magical book. It must be perused. Once perused, the book vanishes, never to be seen again. The same character can never benefit from perusing a similar tome a second time.

Manual of Bodily Health

Type: Book, Libram,
Manual, Tome
Usable By: Any
Range: N/A
Speed/Casting
Time: Special
Duration: Permanent
Area of Effect: User
Saving Throw: None
XP Value: 5,000
Reference: DMG, p. 174



The metal-bound *manual of bodily health* appears to be an arcane, rare, but non-magical book. If a *detect magic* spell is cast upon it, the manual radiates an aura of magic. Any character who reads the work (24 hours of time over 3–5 days) knows how to increase his Constitution by 1 point—this involves a special dietary regimen and breathing exercises over a one-month period. The book disappears immediately upon

completion of its contents.

The point of Constitution is gained only after the prescribed regimen is followed. In three months, the knowledge of the secrets to bodily health are forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

Manual of Dogmatic Methods

Type: Book, Libram,
Manual, Tome
Usable By: Any
Range: N/A
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: User
Saving Throw: None
XP Value: None
Reference: *Tome*, pp. 139-40



See the *Tome of Magic* for fuller details on this curious item.

This silver-bound book, studded with jewels, appears to be a tome of great value. The book is actually cursed.

The manual has the power to provide advice on any action. The owner need only open to any page, and there before him will be a list of actions, most of them ritualistic in nature, to ensure success.

The owner is struck with the idea that he owns a source of information that can give him valuable advice on any matter. It becomes a guide for his whole life. He will not share the book or let anyone take it away from him.

Following the first use, the owner cannot do anything without first checking the book. The information is worthless, but the

owner doesn't realize it. The pages offer obscure (and usually ridiculous) rituals to perform. If a character is about to battle, he might find exercises he should perform to loosen his muscles, and so on.

The instructions are almost never harmful, but they might delay the owner's actions at a crucial moment.

Whenever in need of hasty action, the book delays its owner by 1d8 rounds. If the owner is preparing for a lengthy activity, he will be busy for 1d4 days getting ready for the event.

The compulsion to follow the manual's instructions is ended with a *remove curse* spell. The next person to open the book becomes its owner. If an owner should die, the book becomes the property of the next person to open its cover.

Manual of Gainful Exercise

Type: Book, Libram,
Manual, Tome
Usable By: Any
Range: N/A
Speed/Casting
Time: Special
Duration: Permanent
Area of Effect: User
Saving Throw: None
XP Value: 5,000
Reference: DMG, p. 174



The metal-bound *manual of gainful exercise* appears to be an arcane, rare, but nonmagical book. If a *detect magic* spell is cast upon it, the manual radiates an aura of magic. Any character who reads the work (24 hours of time over 3–5 days) knows how to increase his Strength by 1 point—this involves a special dietary regimen and exercises over a one-month period. The book disappears immediately upon completion

of its contents.

The point of Strength is gained only after the prescribed regimen is followed. In three months, the knowledge of the secrets to bodily health are forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

Manual of Puissant Skill at Arms

Type: Book, Libram,
Manual, Tome
Usable By: Warriors
(bards/fighters)
Range: N/A
Speed/Casting
Time: 1 month
Duration: Permanent
Area of Effect: User
Saving Throw: None
XP Value: 8,000
Reference: DMG, p. 174



This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. Any single bard or fighter (but not a paladin or ranger) who reads the manual and practices the skills described therein for one month goes up to the midpoint of the next higher level. The book disappears after it is read, and the knowledge therein is forgotten within three months, so it must be acted upon reasonably quickly.

The fighter cannot articulate what he has read, nor can it be recorded in any fashion. Paladins and rangers will understand the work but cannot benefit from reading it. Priests and thieves cannot understand the *manual of puissant skill at arms*. If a wizard so much as scans a few of its letters, he is stunned for 1d6 turns and loses 10,000–60,000 experience points. A character can benefit from reading a *manual of puissant skill at arms* only one time.

Manual of Golems

Type: Book, Libram,
Manual, Tome
Usable By: Wizards, priests
Range: N/A
Speed/Casting
Time: Special
Duration: N/A
Area of Effect: 1 golem
Saving Throw: None
XP Value: 3,000
Reference: DMG, p. 174



This is a treatise on the construction and animation of golems. It contains all of the information and incantations necessary to make one of the four sorts of golems.

The construction and animation of a golem takes a great deal of time and money. During the process, a single wizard or priest must have the manual at hand to study, and he must not be interrupted. The type of manual, time required to construct, and cost is determined by rolling 1d20: 1-5 Clay (P), 1 month, 65,000 gp; 6-17 Flesh (W), 2 months, 50,000 gp; 18 Iron (W), 4 months, 100,000 gp; 19-20 Stone (W), 3 months, 80,000 gp.

Once the golem is finished, the writing fades and the book is consumed in flames.

When the ashes of the manual are sprinkled upon the golem, the figure becomes fully animated.

It is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the golem falls to pieces within one turn of completion, due to the maker's imperfect understanding.

If a priest reads a work for wizards, he loses 10,000-60,000 experience points. A wizard reading a priestly work loses one level of experience. The DM must decide in advance which it is meant for. Any other class of character suffers 6d6 hit points of damage from opening the work.

Manual of Quickness in Action

Type: Book, Libram,
Manual, Tome

Usable By: Any

Range: N/A

Speed/Casting
Time: Special

Duration: Permanent

Area of Effect: User

Saving Throw: None

XP Value: 5,000

Reference: DMG, p. 174



The heavy covers and metal bindings of this compilation will not distinguish it from other semi-valuable, nonmagical texts. This work contains secret formulae and prescriptions for unguents and exercises that enable a single reader to assimilate the text (three days of uninterrupted study) and then practice the skills detailed therein.

If this practice is faithfully done for one month, the charac-

ter gains 1 point of Dexterity. The manual disappears immediately after reading, but the contents are remembered for three months. However, the reader is not able to articulate or otherwise record the information he retains. Only after the month of training will the Dexterity bonus be gained. Further perusal of a similar text will not add to the same character's Dexterity.

Manual of Stealthy Pilfering

Type: Book, Libram,
Manual, Tome
Usable By: Rogues
Range: N/A
Speed/Casting
Time: Special
Duration: Permanent
Area of Effect: User
Saving Throw: None
XP Value: 8,000
Reference: *DMG*, p. 174



This is a guide to expertise at thievery. It is so effective that any thief or bard who reads it and then spends one month practicing the skills therein gains enough experience points to place him at the midpoint of the next higher level. The text disappears after reading, but knowledge is retained for three months. As with other magical texts of this sort, however, the knowledge cannot be recorded or repeated to others. Any addition-

al reading of a similar manual is of no benefit to the character.

Fighters and wizards are unable to comprehend the work. Priests, rangers, and paladins who read even a word of the book suffer 5d4 points of damage, are stunned for a like number of rounds, and if a saving throw vs. spell is failed, they lose 5,000–20,000 experience points as well. In addition, such characters must *atone* within one day or lose 1 point of Wisdom.

Tome of Clear Thought

Type: Book, Libram,
Manual, Tome
Usable By: Any
Range: N/A
Speed/Casting
Time: Special
Duration: Permanent
Area of Effect: User
Saving Throw: None
XP Value: 8,000
Reference: DMG, p. 181



A work of this nature is indistinguishable from any normal book. Any single character who reads a *tome of clear thought* is able to practice mental exercises that will increase his Intelligence by 1 point. Reading a work of this nature takes 48 hours over six days, and immediately thereafter the book disappears.

The reader must begin a program of concentration and mental disciplines within one week of reading the tome. After a month of such exercise, Intelligence goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a *tome of clear thought* is of no benefit to the character.

Tome of Leadership and Influence

Type: Book, Libram,
Manual, Tome
Usable By: Any
Range: N/A
Speed/Casting
Time: Special
Duration: Permanent
Area of Effect: User
Saving Throw: None
XP Value: 7,500
Reference: DMG, p. 181



This leather-and-brass-bound book is indistinguishable from any normal book. Any single character who reads a *tome of leadership and influence* is able to practice mental exercises that will increase his Charisma by 1 point. Reading a work of this nature takes 48 hours over six days, and immediately thereafter the book disappears.

The reader must begin a pro-

gram of concentration and mental disciplines within one week of reading the tome. After a month of such exercise, Charisma goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a *tome of leadership and influence* is of no benefit to the character.

Tome of Mystical Equations

Type: Book, Libram,
Manual, Tome
Usable By: Priests
Range: N/A
Speed/Casting
Time: Special
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 1,000
Reference: *Tome*, p. 146



This book is indistinguishable from other magical tomes. It contains charts and equations relating to several of the spells belonging to the sphere of Numbers. It can be used as the material component for the spells *personal reading*, *telethaumaturgy*, and *addition*. If it is used in this manner, the casting time for the spell is halved, and any saving throw that the subject of the spell might be entitled to suffers a -2 penalty.

Tome of Understanding

Type: Book, Libram,
Manual, Tome
Usable By: Any
Range: N/A
Speed/Casting
Time: Special
Duration: Permanent
Area of Effect: User
Saving Throw: None
XP Value: 8,000
Reference: DMG, p. 181



The *tome of understanding* is indistinguishable from any normal book. Any single character who reads this tome is able to practice mental exercises that will increase his Wisdom by 1 point. Reading a work of this nature takes 48 hours over six days, and immediately thereafter the book disappears.

The reader must begin a pro-

gram of concentration and mental disciplines within one week of reading the tome. After a month of such exercise, Wisdom goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a *tome of understanding* is of no benefit to the character.

Trimia's Catalogue of Outer Plane Artifacts

Type: Book, Libram,
Manual, Tome
Usable By: Wizards
Range: N/A
Speed/Casting
Time: Special
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 12,000
Reference: *Tome*, pp. 146-48



This large book has a heavy wooden cover. The title and a table of contents listing various outer planes appears on the first page.

Upon opening to the desired page, one finds a blank page (25%) or a description of a magical device (75%) providing access to that particular plane. Included is a price (1d20 \times 1,000 gp). If the sum is laid on the open book and a *vanish* spell is cast on the coins, the device appears in place of the cash. The page then goes blank and the book disappears, teleported to a random location on the Prime Material plane.

Each device brings a person or persons to the upper layer of an outer plane and later returns them to their point of departure on the Prime Material. The point of arrival in the plane is left to the DM.

Each device has a command word which is the name of the plane. Unless otherwise noted, anyone touching the device or touching the person who holds it is sent to the upper plane of the outer plane named.

Each device can be used once per day. With each use, there is a 5% chance the device malfunctions, sending the characters to the desired plane, but with the device itself disappearing.

The following planes can be reached with this book: Nirvana, Arcadia, Seven Heavens, Twin Paradises, Elysium, Happy Hunting Grounds, Olympus, Gladsheim, Limbo, Pandemonium, Abyss, Tarterus, Hades, Gehenna, Nine Hells, and Acheron.

See the *Tome of Magic* for a complete description of each device.

Vacuous Grimoire

Type: Book, Libram,
Manual, Tome
Usable By: Any
Range: N/A
Speed/Casting
Time: 3
Duration: Permanent
Area of Effect: User
Saving Throw: Special
XP Value: None
Reference: DMG, p. 181



A book of this sort is identical to a normal one, but if a *detect magic* spell is cast on it, a magical aura is noted. Any character who opens the work and reads so much as a single glyph therein must make two saving throws vs. spell. The first is to determine whether or not 1 point of Intelligence is lost, and the second is to find

out whether 2 points of Wisdom are lost. Once opened and read, the *vacuous grimoire* remains. To be destroyed, the book must be burned and a *remove curse* spell cast upon its ashes. If the tome is placed with other books, its appearance instantly alters to conform to the look of those other works.

Cloak of Arachnida

Type:	Cloaks, Robes
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	Permanent
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	3,000
Reference:	DMG, p. 164



This black garment gives the wearer the ability to climb as if a *spider climb* spell had been placed upon him. When magic is detected for, the cloak radiates a strong aura of alteration magic.

In addition to the wall-climbing ability, the cloak grants the wearer immunity to entrapment by webs of any sort—the wearer can actually

move in webs at a rate equal to that of the spider that created the web, or at a base movement rate of 6 in other cases.

Once per day the wearer of this cloak can cast a double-sized *web*. This operates like the 2nd level wizard spell.

Finally, the wearer is less subject to the poison of arachnids. He gains a +2 bonus to all saving throws vs. such poison.

Cloak of the Bat

Type: Cloaks, Robes
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,500
Reference: DMG, p. 164



Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It radiates both enchantment and alteration in equal proportions. The cloak bestows a 90% probability of being invisible when the wearer is stationary within a shadowy or dark place. The wearer is also able to hang upside down from the ceiling, like a bat, and to maintain this same chance of invisibility.

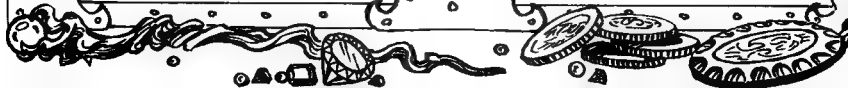
By holding the edges of the garment, the wearer is able to fly at a speed of 15 (Maneuver Class: B). If he desires, the wearer can actually transform himself into an ordinary

bat—all possessions worn or carried are part of the transformation—and fly accordingly. Flying, either with the cloak or as an ordinary bat, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to one hour at a time, but after a flight of any duration, the cloak does not bestow any flying power for a like period of time.

The cloak also provides a +2 bonus to Armor Class. This benefit extends to the wearer even when he is in bat form.

Cloak of Displacement

Type: Cloaks, Robes
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 3,000
Reference: DMG, p. 164



This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves. This displacement of light waves causes the wearer to appear to be 1' to 2' from his actual position. Any missile or melee attack aimed at the wearer automatically misses the first time. This can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement miss.

After the first attack, the cloak affords a +2 bonus to protection (i.e., two classes better on Armor Class), as well as a +2 bonus to saving throws vs. attacks directed at the wearer (such as spells, gaze weapon attacks, spitting and breath attacks, etc.).

Note that 75% of all *cloaks of displacement* are sized for humans or elves (persons 5' to 6' tall), and 25% are sized for persons of about 4' height (dwarves, gnomes, halflings).

Cloak of Elvenkind

Type:	Cloaks, Robes
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	Permanent
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 164



This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisible—the cloak has chameleonlike powers.

Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, he is nearly so. However, the wearer is easily seen if violently or hastily moving, regardless of the surroundings.

Fully 90% of these cloaks are sized for human or elf-sized persons. The other 10% are sized for smaller persons (4' or so in height).

The invisibility bestowed is:

Outdoors, natural surroundings:

Heavy growth	100 %
Light growth	99 %
Open fields	95 %
Rocky terrain	98 %

Urban surroundings:

Buildings	90 %
Brightly lit room	50 %

Underground settings:

Torch/lantern light	95 %
Infravision	90 %
Light/continual light	50 %

Cloak of the Manta Ray

Type:	Cloaks, Robes
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	2,000
Reference:	DMG, p. 164



This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta ray—there is only a 10% chance that someone seeing the wearer knows he isn't a manta ray.

The wearer can breathe underwater and has a movement rate of 18, like a manta ray (see the *Monstrous Compendium*). The wearer also has an Armor Class of at least 6, that of a manta ray. Other magical protec-

tions or magical armor can improve that armor value.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, the garment has a tail spine which can be used to strike at opponents behind him. The spine inflicts 1d6 points of damage, and there is no chance of stunning. This attack can be used in addition to other sorts, for the wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Cloak of Poisonousness

Type: Cloaks, Robes
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: DMG, p. 164



This particular cloak is usually made of a wool-like material, although it can be made of leather. It radiates magic. The cloak can be handled without harm, but as soon as it is actually donned, the wearer is stricken stone dead.

A *cloak of poisonousness* can

be removed only with a *remove curse* spell—this destroys the magical properties of the cloak. If a *neutralize poison* spell is then used, it may be possible to revive the victim with a *raise dead* or *resurrection* spell, but there is a -10% chance of success because of the poison.

Cloak of Protection

Type:	Cloaks, Robes
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	Permanent
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000 per +1 of protection
Reference:	DMG, p. 164



The various forms of this marvelous device all appear to be normal garments made of cloth or leather. However, each plus of a *cloak of protection* betters Armor Class by 1 and adds 1 to saving throw die rolls. Thus, a *cloak +1* would lower Armor Class 10 (no armor) to Armor Class 9, and give a +1 bonus to saving throw rolls. To determine how powerful a given cloak is, roll percentile dice and consult the table.

D100 Roll	Power
01-35	cloak +1
36-65	cloak +2
66-85	cloak +3
86-95	cloak +4
96-00	cloak +5

This device can be combined with other items or worn with leather armor. It cannot function in conjunction with any sort of magical armor, normal armor not made of leather, or with a shield of any sort.

Fur of Warmth

Type: Cloaks, Robes
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 5,000
Reference: *Tome*, p. 137



These large, white furs (5' × 8') are reportedly taken from the skins of creatures native to the para-elemental plane of Ice. A person wearing the fur still feels cold in a cold environment (such as the para-elemental plane of Ice), but does not suffer damage from exposure.

Anyone wrapped in the fur is immune to the natural effects of cold, including the environments of the inner planes. Any-

one wearing the fur takes half-damage from cold-based attacks. The wearer need not be covered completely by the fur to receive the enchanted protection; the fur must simply be draped over him like a cape. If the fur is cut into more than one piece, it loses its magical property.

If the fur is worn in pleasant or hot weather, it affects the wearer as any other large fur would.

Robe of the Archmagi

Type: Cloaks, Robes
Usable By: Wizards
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: Special
XP Value: 6,000
Reference: DMG, p. 177



This normal-appearing garment can be white (45%—good alignment), gray (30%—neutral, but neither good nor evil, alignment), or black (25%—evil alignment). Its wearer gains the following powers:

1. It serves as armor equal to AC 5.
2. The robe confers a 5% magic resistance.
3. It adds a +1 bonus to saving throw scores.
4. The robe reduces the victim's magic resistance and saving throws by 20% / -4 when the wearer casts any of the following spells: *charm monster*, *charm person*, *friends*, *hold monster*, *hold person*, *polymorph other*, *suggestion*.

The color of a *robe of the archmagi* is not determined until it is donned by a wizard. If a white robe is donned by an evil wizard, he suffers 11d +7 points of damage and loses 18,000–51,000 experience points at the DM's discretion. The reverse is true with respect to a black robe donned by a good-aligned wizard. An evil or good wizard putting on a gray robe, or a neutral wizard donning either a white or black robe, incurs 6d4 points of damage, 6,000–24,000 experience points loss, and the wearer is moved toward the alignment of the robe by its enchantments (i.e., he feels himself urged to change alignment to that of the robe, and he has to make an effort to maintain his old alignment).

Robe of Blending

Type:	Cloaks, Robes
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	3,500
Reference:	DMG, p. 177-78



This ordinary-appearing robe cannot be detected by magical means. When it is put on, the wearer knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of a rock wall or a plant—whatever is appropriate. It can even make the wearer appear to be a creature of his choice.

The robe does have its limits: It does not make its wearer appear to be more than twice normal height or less than one-half normal. It does not impart vocal capabilities—either understanding or imitating the creature the wearer looks like. (In situations where several different forms are appropriate, the wearer is obliged to state which form he wishes the robe to camouflage him as.)

Creatures with exceptional (15 +) or bet-

ter Intelligence have a 1% per Intelligence point chance of detecting something amiss when they are within 30' of someone disguising himself with a *robe of blending*. Creatures with low Intelligence or better and 10 or more levels of experience or Hit Dice have a 1% chance per level or Hit Die of likewise noting something unusual about a robe-wearing character. (The latter is cumulative with the former chance for detection, so an 18 Intelligence wizard of 12th level has a 30% chance—18% + 12%—of noting something amiss.) After an initial check per eligible creature, successive checks should be made each turn thereafter, if the same creatures are within the 30' range. All creatures acquainted with and friendly to the wearer see him normally.

Robe of Eyes

Type: Cloaks, Robes
Usable By: Wizards
Range: Special
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 4,500
Reference: *DMG*, p. 178



This valuable garment appears to be a normal robe until it is put on. Its wearer is able to "see" in all directions at the same moment, due to scores of magical "eyes" which adorn the robe. The wearer also gains infra-vision to a 120' range, and the power to see displaced or out of phase objects and creatures in their actual positions. The *robe of eyes* sees all forms of invisible things within a 240' normal vision range (or 120' if *infra-vision* is being used).

Invisibility, dust of disappearance, robes of blending, and improved invisibility are

not proof against observation, but astral or ethereal things cannot be seen by means of this robe. Solid objects obstruct even the robe's powers of observation. Illusions and secret doors also can't be seen, but creatures camouflaged or hidden in shadows are easily detected, so ambush or surprise of a character wearing a *robes of eyes* is impossible.

Finally, the robe enables its wearer to track as if he were a 12th level ranger. A *light* spell thrown directly on a *robe of eyes* blinds it for 1d3 rounds, a *continual light* for 2d4 rounds.

Robe of Powerlessness

Type: Cloaks, Robes
Usable By: Wizards
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: *DMG*, p. 178



A *robe of powerlessness* appears to be a robe of another sort, and detection discovers nothing more than the fact that it has a magical aura. As soon as a character dons this garment, he drops to 3 Strength and 3 Intelligence, forgetting all spells and magical knowledge. The robe can be removed easily, but in order to restore mind and body, the character must have a *remove curse* spell and then a *heal* spell placed upon him.

Robe of Repetition

Type:	Cloaks, Robes
Usable By:	Wizards, priests
Range:	0
Speed/Casting	
Time:	Special
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	6,000
Reference:	<i>Tome</i> , p. 143



This ordinary-looking robe radiates strong alteration magic. The wearer gains a unique augmentation to his magic. After casting a spell, there is a percentage chance that a mnemonic/harmonic effect occurs so that the magical energies liberated in spellcasting are amplified and retained briefly. The wizard is then able to cast the same spell a second time. This must be done on the succeeding round or the bonus spell is lost.

There is no possibility of a third casting.

The chance of a spell being available for a second casting varies according to spell level: 1st level—50%; 2nd level—40%; 3rd level—30%; 4th level—20%; 5th level—10%.

Energy from spells of 6th level and above are not retained within the robe's magical weave. Furthermore, a maximum of 24 spell levels per day can be reused with the benefit of this robe. If the wizard opts not to use a spell which is made available for a second use, this counts toward the maximum limit.

If a wizard removes the robe, spells cast while the robe is off do not count toward the spell limit. If the wizard then puts on the robe during the same day and casts more spells, those spells cast subsequently count against the robe.

Only one wizard may use the robe's magic in a single day; if a second wizard puts on the robe, it does not function.

Robe of Scintillating Colors

Type: Cloaks, Robes
Usable By: Wizards, priests
Range: 0
Speed/Casting Time: 1 round
Duration: 1d4 + 1 rounds
Area of Effect: 40' sphere
Saving Throw: Negates
XP Value: 2,750
Reference: DMG, p. 178



This garment appears quite normal, but a magical aura is detectable. Only a wearer with an Intelligence of 15 or higher and a Wisdom of 13 or more can cause a *robe of scintillating colors* to function. If Intelligence and Wisdom are sufficient, the wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.

This effect sheds light in a 40'-diameter sphere, and it has the power to hypnotize opponents, making them unable to attack the wearer. A full round passes before the colors begin "flowing" on the robe. Each round after that, any opponent who fails a saving throw vs. spell stands hypnotized

and transfixed for $1d4 + 1$ rounds. Even when this effect wears off, additional saves must be made to attack.

Furthermore, every round of continuous scintillation of the robe makes the wearer 5% more difficult to hit with missile attacks or hand-held or body weaponry (hands, fists, claws, fangs, horns, etc.) until a maximum of 25% (-5) is attained—five continuous rounds of the dazzling play of hues.

After the initial round of concealment, the wearer is able to cast spells or engage in all forms of activity that do not require movement of more than 10' from his starting position. In noncombat situations, the robe simply hypnotizes creatures failing their saving throws vs. spell for $1d4 + 1$ turns.

Robe of Stars

Type: Cloaks, Robes
Usable By: Wizards
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 4,000
Reference: *DMG*, p. 178



This rather ordinary-appearing garment seems typical of apparel worn by a wizard. However, it radiates a strong aura of alteration and evocation if examined for magic. The robe enables its wearer to travel physically on the Astral plane, along with all that he is wearing or carrying. The garment also enables the wearer to survive comfortably in the void of outer space. In other situations, the robe gives its wearer a +1 bonus to all saving throws.

The robe is embroidered with stars, and

the wearer can use up to six of these as missile weapons, provided he is proficient with darts as a weapon. Each star is a throwing weapon of +5 value, both to hit and damage. Maximum range is 60' and base damage is 2d4 points per hit. The special star weapons are located on the chest portion of the robe. If the wearer does not use all of these missiles, they replace themselves magically at the rate of one per day. If all six are used, all of the robe's traveling and missile powers are gone forever.

Robe of Useful Items

Type: Cloaks, Robes
Usable By: Wizards
Range: 0
Speed/Casting Time: 3
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: 1,500
Reference: DMG, p. 178



This appears to be an unremarkable item of apparel, but a wizard who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see, recognize, and detach these patches. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A *robe of useful items* always begins with two each of the following patches: dagger, lantern (filled and lit), mirror (large), pole (10'), rope (50' coil), sack (large).

In addition, the robe has 4d4 items which must be diced for. Roll 4d4 to determine how many additional items a robe has and then roll percentile dice to determine specific items:

01-08 Bag of gold pieces; 09-15 Coffin (1/2' x 1/2' x 1'), silver (500 gp value); 16-22 Door, iron (up to 10' wide and 10' high and barred on one side—must be placed upright, will attach and hinge itself); 23-30 Gems, 10 of 100 gp value each; 31-44 Ladder, wooden (24' long); 45-51 Mule (with saddle bags); 52-59 Pit (10 cubic feet), open; 60-68 *Potion of extra healing*; 69-75 Rowboat (12' long); 76-83 Scroll of one randomly determined spell; 84-90 War dogs, pair; 91-96 Window (2' x 4'—up to 2' deep); 97-00 Roll twice more.

Multiple items of the same kind are permissible. Once removed, items are never replaced.

Robe of Vermin

Type: Cloaks, Robes
Usable By: Wizards
Range: 0
Speed/Casting Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: *DMG*, p. 178



This magical-seeming garment radiates a dim aura of enchantment if magic is detected for. The wearer notices nothing unusual when the robe is donned, and it actually conveys some magic power at that time—*protection +1*, for example. However, as soon as the wearer is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all

other activities in order to scratch, shift the robe, and generally show signs of extreme discomfort from the movement and biting of these pests.

The wearer is unable to gain initiative, and he has a 50% chance of being unable to complete a spell due to the vermin. All other actions and attack forms requiring manual/locomotive/somatic activity are at half normal probability. The garment can't be removed except by means of a *remove curse* spell or similar magic.

Girdle of Femininity/Masculinity

Type: Girdles, Hats, Helms
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: DMG, p. 170



This broad leather band appears to be a normal belt, but, if buckled on it immediately changes the sex of its wearer to the opposite gender. It then loses all power. There is no sure way to restore the character's original sex, although there is a

50% chance a *wish* might do so, and a powerful being can alter the situation. In other words, it takes a godlike creature to set matters aright with certainty. Ten percent of these girdles actually remove all sex from the wearer.

Girdle of Dwarvenkind

Type: Girdles, Hats,
Helms
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: Special
XP Value: 3,500
Reference: DMG, p. 170



This belt lowers the wearer's Charisma score by 1 with respect to nondwarves and their ilk. The girdle causes the wearer to gain 1 point of Charisma with respect to halflings of the stout sort and with respect to all gnomes as well. Dwarves regard the wearer as if he has Charisma 2 points higher than before. The girdle enables the wearer to understand, speak, and read dwarvish language. The wearer also gains the racial

benefits of dwarvenkind (i.e., +1 Constitution, saving throw bonuses based on total Constitution, 60' infravision, and detection/determination of approximate depth underground as described in the *Player's Handbook*). All bonuses and penalties apply only as long as the individual actually wears the girdle. Benefits such as additional languages and combat bonuses against giant-type opponents never apply.

Girdle of Giant Strength

Type: Girdles, Hats,
Helms
Usable By: Warriors, rogues,
priests
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 2,000
Reference: DMG, p. 170



This belt looks similar to ordinary belts, but it is imbued with very powerful magic. When worn it increases the physical prowess, giving the wearer the Strength of a giant. (It doesn't cause the wearer to grow to giant size, however!) To determine the giant equivalent, Strength score, bonus to hit, damage, and the open doors roll*, roll percentile dice: 01-30 *Hill*, 19, +3, +7, 16(8); 31-50 *Stone*, 20, +3, +8, 17(10); 51-70 *Frost*, 21, +4, +9, 17(12); 71-85 *Fire*, 22, +4, +10, 18(14); 86-95 *Cloud*, 23, +5, +11, 18(16); 96-00 *Storm*, 24, +6, +12, 19(17).

* The number in parentheses is the number of chances out of 6 (8 for storm giant Strength) for the character to be able to force open a locked, barred, magically held, or wizard locked door. Only one attempt

can be made per door; if it fails, no further attempts can be made.

The wearer is able to hurl rocks and bend bars as if he had imbibed a *potion of giant strength*. The giant types, weight allowances, ranges, base damages, rock weights**, and bend bars/lift gates percentages are: *Hill*, 485, 8 yds., 1-6, 140, 50%; *Stone*, 535, 16 yds., 1-12, 198, 60%; *Frost*, 635, 10 yds., 1-8, 156, 70%; *Fire*, 785, 12 yds., 1-8, 170, 80%; *Cloud*, 935, 14 yds., 1-10, 184, 90%; and *Storm*, 1,235, 16 yds., 1-12, 212, 95%.

** Approximate average missile weight.

The Strength gained is not cumulative with normal or magical Strength bonuses except in combination with *gauntlets of ogre power* and magical warhammers.

Girdle of Many Pouches

Type: Girdles, Hats,
Helms
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: N/A
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 170



This broad waistbelt seems to be nothing more than a well-made article of dress. However, if magic is detected for, the item radiates strong enchantment along with a fainter aura of alteration.

Examination reveals that the girdle has eight small pouches on its inner front surface. In fact, there are a total of 64 magical pouches in the girdle, seven others "behind" each of the eight apparent ones. Each of

these pouches is similar to a miniature *bag of holding*, able to contain up to 1 cubic foot of material weighing as much as 10 pounds. The girdle responds to the thoughts of its wearer by providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spellcasters, for it holds components for many spells and makes them readily available.

Hat of Disguise

Type: Girdles, Hats, Helms
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, pp. 170-71



This normal-appearing hat contains a powerful enchantment that allows its wearer to alter his appearance as follows:

Height: $+/-25\%$ of actual height

Weight: $+/-50\%$ of actual weight

Sex: Male or female

Hair: Any color

Eyes: Any color

Complexion: Any color

Facial features: Highly mutable

Thus, the wearer could appear as a comely woman, a half-orc, or possibly even a gnome. If the hat is removed, the disguise is instantly dispelled. The headgear can be used over and over. Note that the hat can be changed (as part of a disguise) to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.

Hat of Stupidity

Type: Girdles, Hats, Helms
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: DMG, p. 171



This hat is indistinguishable from any other magical hat, even when most carefully detected by magical means. Only by placing it upon the head can its powers be determined. Of course, once on the head, the wearer believes that the hat is a beneficial item, for he is overcome by stupidity. Intelligence is lowered to 7, or by -1 if the wearer has a 7 or lower Intelli-

gence normally. The wearer always desires to have the hat on—especially when he is engaged in any activity which requires thinking, spellcasting, etc. Without the benefit of a *remove curse* spell or similar magic, the wearer will never be free from the magic of the hat. If released, the wearer's Intelligence returns to its normal level.

Helm of Brilliance

Type: Girdles, Hats, Helms
Usable By: Any
Range: Special
Speed/Casting Time: Special
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 2,500
Reference: DMG, p. 171



This helm (+2 AC bonus) functions with a command word. It is made of silver and steel and is set with 10 diamonds, 20 rubies, 30 fire opals, and 40 opals—each large and magical. When activated and struck by bright light, it sends forth rays from its crownlike spikes. The jewels' functions: **Diamond** *prismatic spray* (as the 7th level spell); **Ruby** *wall of fire* (as the 5th level spell); **Fire Opal** *fireball* (as the 3rd level spell); and **Opal** *light* (as the 1st level priest spell).

Each gem can be used once; only one gem can be used per round. The spell level is doubled to obtain the caster level with respect to range, duration, and such considerations. Until all gems are expended, the helm has these properties when activated: 1. It glows when undead are within 30', caus-

ing pain and 1d6 points of damage to all such creatures except skeletons and zombies. 2. The wearer can command his sword to become a *sword of flame*, in addition to any other special properties, in one round. 3. The wearer may *produce flame* as a 5th level druid. 4. The wearer is protected as if by a double-strength *fire resistance ring* (cannot be augmented by further magical means).

Once all jewels have been used, the helm loses all powers and the gems turn to worthless powder. Removing a jewel destroys it. They may not be recharged.

A wearer failing to save vs. magical fire must then save for the helmet (no magical additions). If this fails, the remaining gems detonate, inflicting whatever accumulated effects the gems would normally have.

Helm of Comprehending Languages and Reading Magic

Type: Girdles, Hats,
Helms
Usable By: Any
Range: 0
Speed: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 171



Appearing as a normal helmet, a *helm of comprehending languages and reading magic* enables its wearer to understand 90% of strange tongues and writings and 80% of magical writings. (Note that these percentage figures apply to

whether all or none of the speaking/writing or inscription is understandable. Understanding does not necessarily imply spell use.) This device is equal to a normal helmet of the type accompanying Armor Class 5.

Helm of Opposite Alignment

Type: Girdles, Hats,
Helms
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Permanent
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: DMG, p. 171



This metal hat looks like a typical helmet. If magic is detected for, it radiates magic of an indeterminate sort. Once placed upon the head, however, its curse immediately takes effect and the alignment of the wearer is radically altered—good to evil, neutral to some absolute commitment (LE, LG, CE, CG) as radically different from the former alignment as possible. Alteration in alignment is mental and, once effect-

ed, is desired by the individual changed by the magic.

Only a *wish* can restore former alignment, and the affected individual will not make any attempt to return to the former alignment. If a paladin is concerned, he must undergo a special quest and *atone* if the curse is to be obliterated. Note that once a *helm of opposite alignment* has functioned, it loses all of its magical properties.

Helm of Telepathy

Type: Girdles, Hats, Helms
Usable By: Any
Range: 60'
Speed/Casting Time: 3
Duration: N/A
Area of Effect: Special
Saving Throw: Special
XP Value: 3,000
Reference: DMG, p. 171



This sturdy metal helmet appears to be a normal piece of headgear, although it radiates magic if this is detected for. The wearer of a *helm of telepathy* is able to determine the thoughts of creatures within a 60' range. There are two limitations on this power: The wearer must know the language used by such creatures (the racial tongue is used in thoughts in preference to the Common, the Common in preference to alignment languages), and there can't be more than 3' of solid stone, 1/4' of iron, or any solid sheeting of lead or gold between the wearer and the creatures.

The thought pick-up is directional. Conscious effort must be made to pick up thoughts. The wearer may communicate by

language with any creature within range if there is a mutually known speech, or emotions may be transmitted (empathy) so that a creature receives the emotional message of the wearer.

If the wearer of the helm wants to implant a *suggestion* (see the 3rd level wizard spell of that name in the *Player's Handbook*), he can attempt to do so as follows: The creature receiving the *suggestion* gains a saving throw vs. spell with a -1 penalty for every 2 points of Intelligence lower than the telepathist, but a +1 bonus for every point of Intelligence higher than the wearer of the helm. If Intelligence is equal, no adjustment is made when the saving throw is rolled.

Helm of Teleportation

Type: Girdles, Hats, Helms
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Instantaneous
Area of Effect: Special
Saving Throw: None
XP Value: 2,500
Reference: DMG, p. 171



This is another helmet of normal appearance which gives off a magical aura if detected for. Any character wearing this device may *teleport* once per day, exactly as if he were a wizard—the destination must be known, and a risk is involved. If the wearer is a wizard, the helm's full powers can be employed, for the wearer can then memorize a *teleportation* spell and use the helm to refresh his memory

so he can repeat the spell up to three times upon objects or characters and still be able to personally *teleport* by means of the helm. As long as the wizard retains the *teleportation* spell uncast, he can personally *teleport* up to six times before the memory of the spell is lost, and even then a usage of the helm remains as noted above for all characters.

Helm of Underwater Action

Type: Girdles, Hats, Helms
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 171



When this helm is viewed, it is indistinguishable from a normal helmet. However, detection reveals it to be magical, and the possessor is able to see and breathe underwater. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see five times farther than water

and light conditions allow for normal human vision. (Note that weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again. Thus, the wearer can breathe freely.

School Cap

Type: Girdles, Hats,
Helms
Usable By: Wizards
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: Special
XP Value: 2,000
Reference: *Tome*, p. 144



The wearer of this cap gains a +2 bonus to saving throws against spells of one particular school of magic. In addition, specialists of the designated school do not inflict a -1 penalty on a wearer's saving throws against their specialist spells. The nature of the *school cap* is determined using a 1d8 roll.

D8 Roll	Affected School
1	Abjuration
2	Conjuration/Summoning
3	Greater Divination
4	Enchantment/Charm
5	Illusion
6	Invocation/Evocation
7	Necromancy
8	Alteration

Of these caps, 10% are mixed blessings since they have a cursed side effect: The wearer suffers a -1 penalty to saving throws against spells of the opposition school(s). Once the curse has been engaged, the cap cannot be removed except through a *remove curse* spell.

Schools of opposition are:

Abjuration: Alteration & Illusion

Conj./Summ.: Gr. Divin. & Invoc.

Gr. Divin.: Conj./Summ.

Ench./Charm: Invoc./Evoc. & Necromancy

Illusion: Ench./Charm & Conj./Summ.

Necromancy: Abjuration & Necromancy

Amulet of Extension

Type: Jewels, Jewelry,
Phylacteries
Usable By: Wizards
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 1,000
Reference: *Tome*, p. 132



When desired by the caster, this amulet can be used to increase the duration of 1st and 2nd level spells by 50%, and the duration of 3rd and 4th level spells by 25%. Fractions of one-half and above are rounded up (e.g., a 1st level spell with a duration of one round is extended to one and a half rounds and then rounded up to two rounds). Fractions less than one-half are rounded down (e.g., a 4th level spell with a one round duration is extended to one and a

quarter rounds and then rounded down to one round, and thus gains no benefit from the amulet).

The amulet has no effect on spells with instantaneous or permanent durations. A maximum of $1d10 + 4$ spell levels can be affected by the amulet each day. Each amulet has its own individual limit, secretly determined by the DM when it is found. If this limit is exceeded on any given day, the amulet shatters and is destroyed permanently.

Amulet of Far Reaching

Type: Jewels, Jewelry,
Phylacteries
Usable By: Wizards
Range: Special
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 1,000
Reference: *Tome*, p. 132



When willed by the caster, this amulet increases the range of 1st level spells by 30%, 2nd level spells by 20%, and 3rd and 4th level spells by 10%. Fractions of one-half and greater are rounded up, while all others are rounded down.

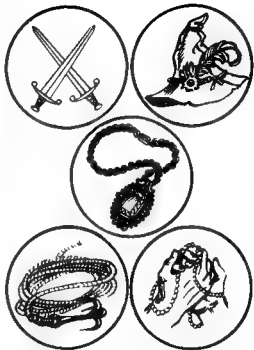
The amulet affects only range and does not alter a spell's area of effect. The amulet cannot af-

fect spells with ranges of 0 or touch.

A maximum of $1d10 + 4$ spell levels can be affected by the amulet each day. Each amulet has its own individual limit, secretly determined by the DM when it is found. If this limit is exceeded on any given day, the amulet shatters and is destroyed permanently.

Amulet of Inescapable Location

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: DMG, p. 159



This device is typically worn on a chain or as a brooch. It appears to be an amulet that prevents location, scrying (*crystal ball* viewing and the like), or detection or influence by ESP or telepathy. Actually, the amulet doubles the likelihood and/or range of these location and detection modes. Normal item identification attempts, including *detect magic*, will not reveal its true nature.

Amulet of Leadership

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 5,000
Reference: *Tome*, p. 132



This pendant or brooch bestows upon a character of any level the ability of a 9th level fighter to attract men-at-arms. The amulet does not attract additional men-at-arms to a fighter who has already gained his followers.

A fighter normally gains troops at 9th level because his name is so well known that he attracts the loyalty of other warriors. The amulet works in much the same way. When a stranger meets a character wearing the amulet, the stranger perceives the character to be a leader who is destined for

greatness, regardless of the character's class. Just as the reputation of a 9th level fighter spreads, so the reputation of the person wearing the amulet spreads. Roll on Table 16 of the *Player's Handbook* to determine the followers.

If the amulet is lost or destroyed, the followers immediately lose faith in their leader. They gradually depart or desert. Once this occurs, the character's reputation is sullied such that he can never benefit from the amulet again. A fighter can, however, gain followers normally upon reaching 9th level.

Amulet of Life Protection

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: 5,000
Reference: DMG, p. 159



This pendant or brooch serves as protection for the psyche. The wearer is protected from the *magic jar* spell or any similar mental attack that would usurp control of the wearer's body. If the wearer is slain, the psyche enters the am-

ulet and is protected for seven full days. Thereafter, it departs to the plane of its alignment. If the amulet is destroyed during the seven days, the psyche is utterly and irrevocably annihilated.

Amulet of Magic Resistance

Type: Jewels, Jewelry,
Phylacteries

Usable By: Any

Range: 0

Speed/Casting
Time: N/A

Duration: Special

Area of Effect: Wearer

Saving Throw: Special

XP Value: 5,000

Reference: *Tome*, pp. 132-33



This powerful amulet grants the wearer a degree of magic resistance ranging from 5% to 30%. When the amulet is found, the level of magic resistance is determined by rolling 1d6 and multiplying the result by 5. Anytime the amulet is worn and a spell is cast at the wearer, the wearer is allowed a percentile roll to avoid the full effects of the spell.

Only 50% of all such amulets confer magic resistance against all spells. The remaining 50% extend magic resistance only to

spells of 1st through 6th levels. Such amulets have no effect on spells more powerful than these. The DM should secretly determine this information when the amulet is discovered.

All such amulets, regardless of the degree of resistance conferred, are delicate magical structures. If the wearer rolls for magic resistance at any time and the roll is 95-00, this fragile item has been disrupted and the amulet shatters into useless scrap.

Amulet of Metaspell Influence

Type: Jewels, Jewelry,
Phylacteries
Usable By: Wizards
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 3,000
Reference: *Tome*, p. 133



This amulet does not appear to have any magical function (although it radiates magic if such detection is attempted) until it is worn by someone using a *dilation*, *far-reaching*, or *extension* spell. When such a spell is cast, the amulet adds 50% to

the functional effect of the spell. For example, if *extension I* is used to increase the duration of a 3rd level spell by 50%, the wearer of this amulet can add one-half (50%) to that effect, raising it to 75%.

Amulet of Perpetual Youth

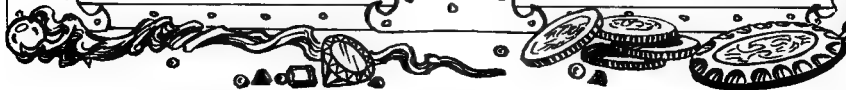
Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: 5d6 years
Area of Effect: Wearer
Saving Throw: None
XP Value: 2,000
Reference: *Tome*, p. 133



This amulet glows continuously with a faint blue light. The wearer has temporary immunity to the effects of both natural and magical aging—the amulet grows older instead of the wearer. As the amulet ages, it gradually becomes dimmer. The amulet can absorb 5–30 (5d6) years of aging, at which time its light dims completely, its magic is negated, and the wearer resumes aging at his normal rate.

Amulet of Proof Against Detection and Location

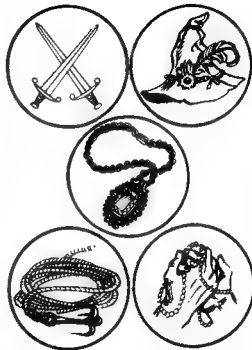
Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 4,000
Reference: DMG, p. 159



This device protects the wearer against all divination and magical location and detection. The wearer cannot be detected through *clairaudience*, *clairvoyance*, *ESP*, *crystal balls*, or any other scrying devices. No aura is discernible on the wearer, and predictions cannot be made regarding him unless a powerful being is consulted.

Amulet of the Planes

Type: Jewels, Jewelry, Phylacteries
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 6,000
Reference: DMG, p. 159



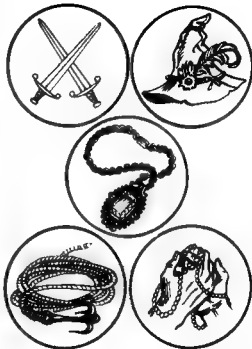
This device enables the individual possessing it to transport himself instantly to or from any one of the closest levels of the outer planes. This travel is absolutely safe, if not absolutely sure, but until the individual learns the device, transport is random. Roll 1d6. On a 4-6, add 12 to the result of a 1d12 roll (for a result between 1 and 24). On a 1-3, do not add 12 to the 1d12 roll. Figure the total and consult the following table to determine where the holder of the amulet ends up:

1-2 Seven Heavens; 3 Twin Paradises; 4 Elysium; 5 Happy Hunting Grounds; 6-7 Olympus; 8 Gladsheim; 9 Limbo; 10 Pandemonium; 11-12 Abyss; 13 Tarterus; 14 Hades; 15 Gehenna; 16-17 Nine Hells; 18 Acheron; 19 Nirvana; 20 Arcadia; 21-24 Prime Material plane*.

*As an alternative, you can substitute the following for totals between 22 and 24: 22 Ethereal plane; 23 Astral plane; 24 Prime, but alternate Earth (or characters' home planet).

Amulet vs. Undead

Type:	Jewels, Jewelry, Phylacteries
Usable By:	Any
Range:	0
Speed/Casting Time:	Special
Duration:	N/A
Area of Effect:	Special
Saving Throw:	Special
XP Value:	200 per effective level
Reference:	DMG, p. 159



This prized charm is a specially blessed symbol that enables the wearer to turn undead like a cleric. The amulet appears ordinary, but glows brightly when presented strongly (i.e., as if it were a holy symbol) in the presence of undead. The success of the attempt to turn is determined by the power of the amulet—the strength of each amulet varies, and when one is discovered, its type is ascertained by rolling on the table.

The amulet must be worn at all times to remain effective. When it is not worn, it be-

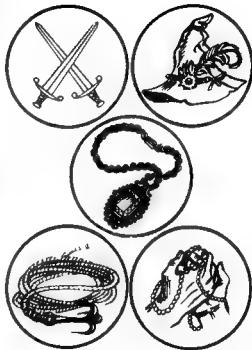
comes inert, and remains so for the first seven days after it is put on. Its value is a function of its strength: 200 XP value per effective cleric level.

D100

Roll	Clerical Level
01–30	5th
31–55	6th
56–75	7th
76–90	8th
91–00	9th

Beads of Force

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 90'
Speed/Casting
Time: 3
Duration: Special
Area of Effect: 10' radius
Saving Throw: Special
XP Value: 200 each
Reference: DMG, p. 160



These small black spheres might be mistaken for common beads, marbles, or unusually black but lusterless pearls. From five to eight of these beads are usually found at one time. Each is about $\frac{3}{4}$ " in diameter and quite heavy, weighing almost an ounce. One can be hurled up to 30 yards.

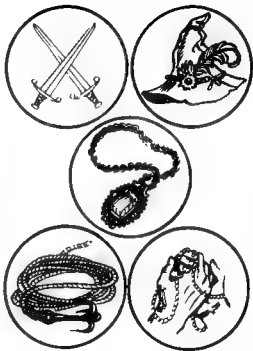
Upon impact, the bead sends forth a burst of force that inflicts 5d4 points of damage upon all creatures within a 10' radius of its

center. Each victim is allowed a saving throw vs. spell. Those who successfully save are thrown out of the blast area, but those who fail are encapsulated by a *sphere of force* after taking damage.

The sphere forms around any and all such creatures in the 10'-radius area, even those of large size, and persists for 3d4 rounds. Victims are unable to escape except by the same means used to bring down a *wall of force* spell.

Brooch of Number Numbing

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Special
Saving Throw: Negates
XP Value: 4,000
Reference: *Tome*, p. 134



This silver or golden brooch (15% are set with jewels) is used to fasten a cloak or a cape. It magically clouds the mind of anyone conversing with the wearer of the brooch, with the confusion applying only to numbers.

The brooch must be in plain sight to have any effect. Anyone conversing with someone wearing the brooch is allowed a saving throw vs. spell to avoid the effects.

If the save is failed, the victim falls under the brooch's special enchantment. The victim forgets the relative value of numbers. He cannot remember if 5 is greater than 3 or if 10's are smaller than 100's. Further, the victim does not recognize his inability to remember the values of numbers. While under the influence of the brooch, the victim thinks that all numbers are pretty much the

same. He accepts any claim pertaining to numbers and accept almost any financial deal set before him.

The victim remembers the relative values of coins (that gold pieces are worth more than silver pieces), but not their exact conversions. Thus, the victim is unable to remember whether 2 silver pieces or 100 silver pieces are equal to 1 gold piece.

The enchantment lasts only as long as the wearer is present and for 2d6 rounds thereafter. Once the effect wears off, the victim regains his normal understanding of numbers. Furthermore, he remembers exactly what he did and said while under the influence of the brooch, although he may not be aware of the cause.

Brooch of Shielding

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 163

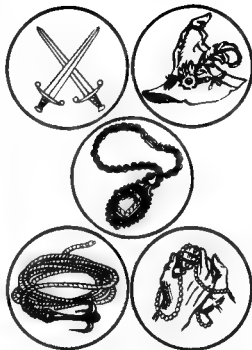


This appears to be a piece of silver or gold jewelry (10% chance that there are jewels set in it). It is used to fasten a cloak or cape. In addition to this mundane task, it absorbs magic missiles of the sort generated by spell, wand, or other magical

device. A brooch can absorb up to 101 points of magic missile damage before it melts and becomes useless. Its use can be determined only by means of a *detect magic* spell and then experimentation.

Gem of Brightness

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 2,000
Reference: *DMG*, p. 169



This crystal appears to be a long, rough prism. When the bearer utters the proper spell words, however, the crystal emits bright light of one of three sorts.

One command word causes the gem to shed a cone of pale light 10' long, emanating from the gem to a radius of 2 1/2' at the end of the beam. This does not discharge energy from the device.

Another command causes the *gem of brightness* to send out a bright ray 1' in diameter and 50' long. Any creature struck in the eyes by this beam is dazzled and unable to see for 1d4 rounds. The target creature is entitled to a saving throw vs. magic to avoid these effects (its eyes were shut or averted in time). This use of the gem expends one energy charge.

The third manner in which the item can

be used is to cause it to flare in a blinding flash of light in a cone 30' long with a 5' radius at its end. Although this glare lasts but a moment, all creatures within its area must save vs. magic or be blinded for 1d4 rounds and thereafter suffer a penalty of -1 to -4 to attack rolls due to permanent eye damage. This expends five charges.

Dazzling or blindness effects can be reversed by a *cure blindness* spell, but eye damage can be cured only by a *heal* spell. The *gem of brightness* has 50 charges and cannot be recharged. A *darkness* spell cast at the gem's owner drains one charge from a *gem of brightness* or makes it useless for one round, at the option of the gem owner. A *continual darkness* spell causes it to be useless for one day or expends five charges, at the option of the owner.

Gem of Insight

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: Special
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: 3,000
Reference: DMG, pp. 169-70



This jewel appears to be a well-cut stone of not less than 5,000 gp in value. For those detecting its magic, the gem radiates a faint aura of the enchantment sort. If any character possesses the item, he begins to feel its power after keeping the gem on his person for one week. At the end of two weeks, the individual discovers that he is able to understand things more easily, have better

insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (three or more months) raises the Intelligence and Wisdom of the character by 1 point each. If for any reason the gem is not kept beyond the three-month period, the additional Intelligence remains, but the additional Wisdom is lost. *A gem of insight* functions once every 50 years. A second gem has no effect.

Gem of Retaliation

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 160 yard maximum
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 2,000
Reference: *Tome*, pp. 137-38



The holder of this gem gains a special protection against Evocation spells directed at him. The owner of the gem gains a +4 bonus to any saving throw made against such a spell, and also acquires a base save of 18 (but not the +4 bonus) against any Evocation spell which normally does not allow a saving throw (such as *ice storm*). All standard modifiers (*ring of protection*, Dexterity, etc.) apply.

Additionally, if the saving throw is successful, the incoming spell is converted into

outgoing *magic missiles*. The number of missiles is equal to one-half the level of the spell negated, rounding fractions up. The *magic missiles* then streak back to strike the person or creature who cast the spell at the owner of the gem. Maximum range for this strike is 160 yards.

Spell-like effects created from magical items are not affected by the *gem of retaliation* (thus, a *wand of magic missiles* functions normally against someone using this gem).

Gem of Seeing

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: Special
Speed/Casting
Time: 3
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 2,000
Reference: *DMG*, p. 170



These finely cut and polished stones are indistinguishable from ordinary jewels, although a *detect magic* reveals their enchantment. When gazed through, the *gem of seeing* enables the user to detect all hidden, illusionary, invisible, astral, ethereal, or out-of-phase things within viewing range.

Peering through the crystal is time-consuming and tedious. The viewing range of the gem is

300' for a cursory scan if only large, obvious objects are being sought, 100' if small things are to be seen. It requires one round to scan a 200-square-foot area in a cursory manner, two rounds to view a 100-square-foot area in a careful way. There is a 5% chance each time the gem is used that the viewer sees an hallucination, something that is not there, or possibly through some real thing as if it were an illusion.

Jewel of Flawlessness

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: N/A
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: None
Reference: DMG, p. 173



This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its magical aura is noted. When a *jewel of flawlessness* is placed with other gems, it doubles the likelihood of their being more valuable (i.e., the chance for each stone becoming more than its normal value increases from

10% to 20%). The jewel has from 10–100 facets, and whenever a gem increases in value because of the magic of the *jewel of flawlessness* (a roll of 2 on 1d10), one of these facets disappears. When all are gone, the jewel is a spherical stone that has no value.

Jewel of Attacks

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: None
Reference: DMG, p. 173



This gleaming gem radiates magic and appears to be a valuable item. It is cursed, however, and doubles the likelihood of encountering wandering monsters as well as the likelihood of pursuit when monsters are encountered and the party seeks

to evade them by flight. Once picked up, the *jewel of attacks* always magically returns to its finder (secreting itself in a pouch, bag, pack, pocket, etc.) until a *remove curse* spell or an *atonement* is cast upon him.

Medallion of ESP

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: Special
Speed/Casting
Time: 3
Duration: 1 round
Area of Effect: Special
Saving Throw: Special
XP Value: 2,000
Reference: DMG, p. 174



This appears to be a normal disk-shaped pendant hung from a neck chain. The disk is usually fashioned from bronze, copper, or nickel-silver. The device enables the wearer to concentrate and pick up thoughts in a path 1' wide at the medallion, broadening 2' for every 10' from the device, up to an 11' maximum width at 50'. Note that the wearer cannot send thoughts through a *medallion of ESP*.

Use of the medallion requires a full round. It is prevented from functioning by stone more than 3' thick, metal more than 1/6" thick, or any continuous sheet of lead, gold, or platinum that is thicker than a coat of paint. The medallion malfunctions (with no result) on a roll of 6 on 1d6, and the device must be checked each time it is used.

The character using the device can pick up only the surface thoughts of creatures in the ESP path. The general distance can be determined, but all thoughts are understandable only if the user knows the language of the thinkers. If target creatures use no language, only the prevailing emotions can be felt. Note that undead and mindless golems have neither readable thoughts nor emotions. The type of medallion found is determined by consulting the table below:

D20 Roll Medallion

1-15	30' range
16-18	30' range, with empathy
19	60' range
20	90' range

Medallion of Spell Exchange

Type: Jewels, Jewelry,
Phylacteries
Usable By: Wizards
Range: 0
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 3,000
Reference: *Tome*, p. 140



This medallion allows the spellcaster to exchange one memorized spell of up to 6th level for others of lower levels, rather in the manner of *Mordenkainen's lucubration*. The wizard loses the sacrificed spell and recalls one or more spells from those he has memorized and cast within the past 24 hours. The total levels of these

spells must be one less in sum than the spell sacrificed. For example, by sacrificing a 5th level spell, a wizard could recall one 1st and one 3rd level spell, or two 2nd level spells, or four 1st level spells, and so on. The medallion can function only once per day. The wizard must possess any spell components required for exchanged spells.

Medallion of Thought Projection

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: Special
Speed/Casting
Time: 3
Duration: 1 round
Area of Effect: Special
Saving Throw: Special
XP Value: None
Reference: DMG, p. 174



This appears to be a normal disk-shaped pendant hung from a neck chain. The disk is usually fashioned from bronze, copper, or nickel-silver. The device enables the wearer to concentrate and pick up thoughts in a path 1' wide at the medallion, broadening 2' for every 10' from the device, up to an 11' maximum width at 50', just like a *medallion of ESP*. However, in addition to picking up the thoughts of creatures, it broadcasts the thoughts of the user to the creatures in the path of the beam, thus alerting them.

Use of the medallion requires a full round. It is prevented from functioning by stone of more than 3' thick, metal more than 1/6" thick, or any continuous sheet of lead, gold, or platinum thicker than a coat of paint. The medallion malfunctions (with

no result) on a roll of 6 on 1d6, and the device must be checked each time it is used. To prevent projecting thoughts, the user also rolls 1d6. On a roll of 6, the thoughts remain a secret.

The character using the device can pick up only the surface thoughts of creatures in the ESP path. The general distance can be determined, but all thoughts are understandable only if the user knows the language of the thinkers. If target creatures use no language, only the prevailing emotions can be felt. Note that undead and mindless golems have neither readable thoughts nor emotions. The type of medallion found is determined by rolling 1d20: 1-15 30' range; 16-18 30' range, with empathy; 19 60' range; 20 90' range.

Necklace of Adaptation

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 175



This chain resembles a medallion. The wearer can ignore all sorts of gases that affect creatures through respiration. He can also breathe underwater or even exist in airless space for up to seven days.

Necklace of Memory Enhancement

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: *Tome*, pp. 141-42



The wearer of this brass necklace receives two benefits.

The wearer is immune to all memory loss, from both natural and magical causes (such as a *forget* spell). The necklace has no effect on a wizard's spellmemorization.

The wearer can recall with

absolute clarity any sight or conversation he experienced or any book he read within the previous seven days. Memories prior to seven days ago are recalled with only normal clarity. The necklace affects only events that occurred while the necklace was worn by the user.

Necklace of Missiles

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 70'
Speed/Casting
Time: 3
Duration: Instantaneous
Area of Effect: 20' radius
Saving Throw: Special
XP Value: 100 per die of
damage
Reference: DMG, p. 175



This device appears to be nothing but a cheap medallion or piece of valueless jewelry. If a character places it about his neck, however, he can see the necklace as it really is: a golden chain from which hang a number of golden missile globes. The spheres are detachable only by the wearer, who can easily hurl them up to 70' away. When they arrive at the end of their trajectory, they burst as a magical *fireball*. The number of missiles and their Hit Dice of *fireball* damage are determined by rolling 1d20: 1-4 two 3 HD and five 1 HD missiles; 5-8 one 6 HD, two 4 HD, and two 2 HD missiles; 9-12 one 7 HD, two 5 HD, and four 3 HD missiles; 13-16 one 8 HD, two 6 HD, two 4 HD, and four 2 HD missiles; 17-18 one 9 HD, two 7 HD,

two 5 HD, and two 3 HD missiles; 19 one 10 HD, two 8 HD, two 6 HD, and four 4 HD missiles; and 20 one 11 HD, two 9 HD, two 7 HD, two 5 HD, and two 3 HD missiles.

For example, on a roll of 9-12, the necklace possesses seven missiles—one 7d6, two 5d6, and four 3d6 fireballs.

The size shows that there is a difference in power between globes, but the number of dice and damage each causes cannot generally be known.

If the necklace is being worn or carried by a character who fails his saving throw vs. a magical fire attack, the item must undergo a saving throw check as well. If it fails to save, all remaining missiles detonate simultaneously.

Necklace of Prayer Beads

Type: Jewels, Jewelry,
Phylacteries
Usable By: Priests (special)
Range: Special
Speed/Casting
Time: 3
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 500 per bead
Reference: *DMG*, p. 175



A magical necklace of this sort appears to be a piece of inexpensive jewelry until it is worn. Even then, the true nature of the item is revealed only if the wearer is a priest (excluding druids and characters otherwise able to use spells of a priestly or druidical nature, such as paladins and rangers). The *necklace of prayer beads* consists of 1d6 + 24 semiprecious (60%) and fancy (40%) stones. The stone make the wearer 25% more likely to successfully petition his deity to grant desired spells. Precious stones include 1d4 + 2 special beads (gems of 1,000 gp base value) of the following sort (roll 1d20 for each bead): 1-5 Bead of atonement—as the 5th level spell of the same name; 6-10 Bead of blessing—as the 1st level spell of the same name; 11-15 Bead of curing—cures blindness, disease, or seri-

ous wounds (as the appropriate spells); 16-17 Bead of karma—allows the priest to cast his spells as if he were four levels higher (with respect to range, duration, etc.); 18 Bead of summons—calls the priest's deity (90% probability) to come to him in material form (but it had better be for a good reason!); 19-20 Bead of wind walking—as the 7th level spell of the same name.

Each special bead can be used once per day. If the priest summons his deity frivolously, the deity, at the very least, takes the necklace as punishment. The function of each bead is known only when the bead is grasped and a *commune* spell used. All powers of the special beads are lost if they are removed from the necklace.

Necklace of Strangulation

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: DMG, p. 175



A *necklace of strangulation* can be identified only when placed around a character's neck. The necklace immediately constricts and cannot be removed by any means short of a *limited wish* or *wish* spell. The wearer suffers 6 points of strangulation damage per round until he is dead. The necklace remains clasped around the character's throat until he is a dry skeleton. It can be reused.

Pearl of the Sirines

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: Special
Speed/Casting
Time: 3
Duration: Special
Area of Effect: Owner
Saving Throw: None
XP Value: 900
Reference: DMG, p. 176



This normal-seeming pearl faintly radiates enchantment magic. In any event, the stone is very beautiful and worth at least 1,000 gp on this basis alone. If it is clasped firmly in hand (or to the breast) and the possessor attempts actions related to the pearl's power areas, he understands and is able to employ the item.

The pearl enables its possessor to breathe underwater as if he were in clean, fresh air. Underwater movement rate is 24. The possessor is immune to ill effects from the poison touch of a sirine. The pearl must be within the general area of the possessor—less than 10' distant—to confer its powers upon him.

Pearl of Power

Type: Jewels, Jewelry,
Phylacteries
Usable By: Wizard
Range: 0
Speed/Casting
Time: 3
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 200 per level
Reference: *DMG*, p. 176



This seemingly normal pearl of average size and coloration is a potent aid to a wizard. Once a day, a *pearl of power* enables the possessor to recall any one spell as desired, even if the spell has already been cast. Of course, the wizard must have the spell to be remembered among those he most recently memorized. The power of the pearl is determined by rolling percentile dice and consulting the table.

One in 20 of these pearls is of opposite effect, causing a spell to be forgotten. These pearls can be gotten rid of only by means of a *wish*!

D100 Roll	Level of Spell Recalled by Pearl
1-25	First
26-45	Second
46-60	Third
61-75	Fourth
76-85	Fifth
86-92	Sixth
93-96	Seventh
97-98	Eighth
99	Ninth
00	Recalls two spells of 1st-6th level (use 1d6)

Pearl of Wisdom

Type: Jewels, Jewelry,
Phylacteries
Usable By: Priests
Range: 0
Speed/Casting
Time: 1 month
Duration: Special
Area of Effect: Owner
Saving Throw: None
XP Value: 500
Reference: DMG, p. 176



Although it appears to be a normal pearl, a *pearl of wisdom* causes a priest to gain 1 point of Wisdom if he retains the pearl for one month. The increase happens at the end of 30 days, but thereafter the priest must keep the pearl with him or the 1-point gain is lost.

Note that 1 in 20 of these magical pearls is cursed to work in reverse, but once the point of Wisdom is lost, the pearl turns to powder; the loss is permanent, barring some magical restoration means such as a *wish* or *tome of understanding*.

Periapt of Foul Rotting

Type: Jewels, Jewelry,
 Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: Special
Duration: Permanent
Area of Effect: Owner
Saving Throw: None
XP Value: None
Reference: DMG, p. 176

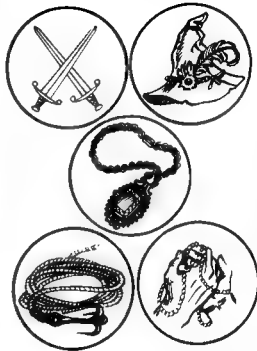


This engraved stone appears to be a gem of small value. If any character claims it as his own, he contracts a terrible rotting disease which can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the af-

flicted character. Otherwise, the afflicted creature loses 1 point each of Dexterity, Constitution, and Charisma per week, beginning one week after claiming the item. When any score reaches 0, the character is dead. Each point lost due to the disease is permanent regardless of subsequent removal of the affliction.

Periapt of Health

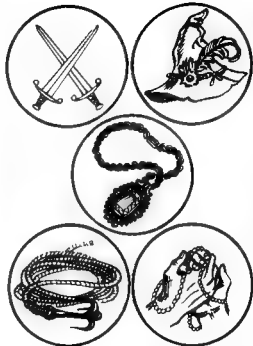
Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Owner
Saving Throw: None
XP Value: 1,000
Reference: *DMG*, p. 176



This engraved stone appears to be a gem of small value. If any character claims it as his own, he is immune to all diseases, save that of the *periapt of foul rotting*, so long as he has the *periapt of health* on his person.

Periapt of Proof Against Poison

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Owner
Saving Throw: Special
XP Value: 1,500
Reference: DMG, p. 176



The *periapt of proof against poison* is indistinguishable from other periapts. The character who has one of these magical gems is allowed a saving throw vs. poison even under circumstances that would otherwise prohibit a save. The Special Save column on the table lists the saving throw for such poisons. The owner rolls against his normal score for poisons

which are usually at a penalty, and he gets a plus on all other poison saves. Roll 1d20 and consult the table to determine the effectiveness of a particular periapt:

D20 Roll	Special Save	Plus of Periapt
1-8	19	+1
9-14	17	+2
15-18	15	+3
19-20	13	+4

Periapt of Wound Closure

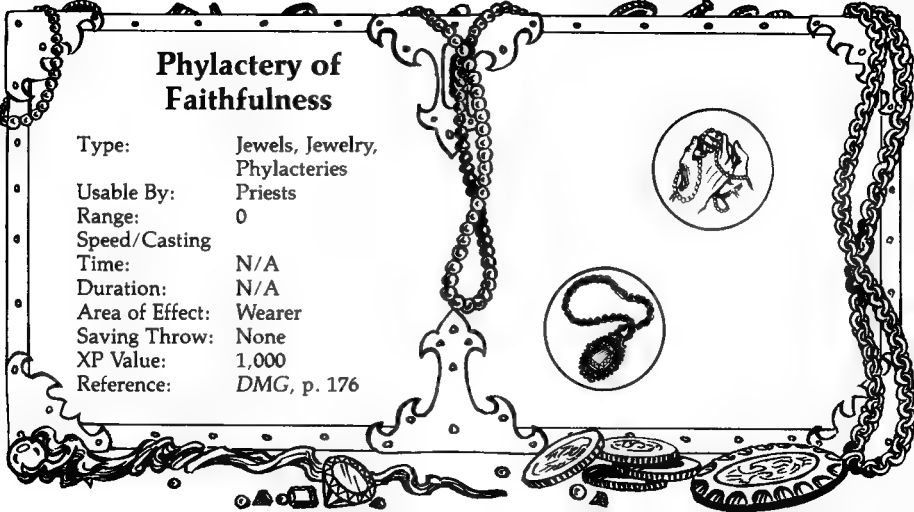
Type: Jewels, Jewelry, Phylacteries
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Owner
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 176



This magical stone looks exactly the same as other periapts. The person possessing it need never fear open, bleeding wounds because the periapt prevents them. In addition, the periapt doubles the normal rate of healing. It even allows the normal healing of wounds that would not do so otherwise.

Phylactery of Faithfulness

Type: Jewels, Jewelry,
Phylacteries
Usable By: Priests
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 176



There is no means to determine what function this device performs until it is worn. A priest who wears a *phylactery of faithfulness* is aware of any action or item that adversely affects his alignment and standing with his deity. He acquires this information prior to performing the action or becoming associated with such an item, if a moment is taken to contemplate the action.

Phylactery of Long Years

Type: Jewels, Jewelry,
Phylacteries
Usable By: Priests
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: *DMG*, p. 176



This device slows the aging process by one-quarter for as long as the priest wears it. The reduction applies even to magical aging. Thus, if a priest dons the phylactery at age 20, he ages nine months in every 12 that pass; in 12 chronological years, he has aged just nine years, and is 29 (physically) rather than 32. One in 20 of these devices is cursed to operate in reverse.

Phylactery of Monstrous Attention

Type: Jewels, Jewelry,
Phylacteries
Usable By: Priests
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: DMG, p. 176



While this arm wrapping appears to be a beneficial device, it actually draws the opposite alignment of the priest wearing it. This results in the priest being plagued by powerful and hostile creatures whenever he is in an area where such creatures are or can appear. If the priest is of 10th or higher level, the at-

tention of his deity's most powerful enemy is drawn, causing this being to interfere directly. Once donned, a *phylactery of monstrous attention* cannot be removed without a *wish* spell, and then a quest must be performed to re-establish the priest in his alignment.

Scarab of Death

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0 to 1'
Speed/Casting
Time: 1 round or 1 turn
Duration: N/A
Area of Effect: User
Saving Throw: None
XP Value: None
Reference: *DMG*, p. 179



This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than one round or placed within a soft container (bag, pack, etc.) within 1' of a warm, living body for one turn, it changes into a horrible burrowing beetlelike creature. The

thing tears through any leather or cloth, burrows into the flesh, and reaches the victim's heart in a single round, causing death. It then returns to its scarab form. (Placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal prevents the monster from coming to life.)

Scarab of Enraging Enemies

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: 1d6 + 6 rounds
Area of Effect: 40' radius
Saving Throw: Negates
XP Value: 1,000
Reference: DMG, p. 179



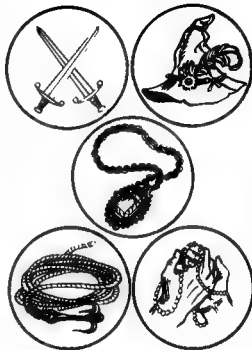
When one of these devices is displayed and a command uttered, all intelligent hostile creatures within a 40' radius must successfully save vs. spell or become enraged. Those whose saving throws succeed may perform normally; enraged enemies fly into berserk fury and attack the nearest creature, even their own comrades (+1 bonus to attack rolls, +2 bonus

to damage, -3 to their own Armor Class).

The rage lasts for $1d6 + 6$ rounds, and during this period the enraged creatures attack continually, without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain. A scarab of this type contains $1d6 + 18$ charges.

Scarab vs. Golems

Type:	Jewels, Jewelry, Phylacteries
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	60' radius
Saving Throw:	None
XP Value:	Special
Reference:	DMG, p. 179



This magical pin enables its wearer to detect any golem within 60', although he must concentrate in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem, with hand-held or missile weapons, as if it were a normal monster, with no special defenses. Each scarab has this effect with

regard to a different sort of golem. Roll percentile dice and consult the table:

D100 Roll	Golem	XP Value
01-30	Flesh	400
31-55	Clay	500
56-75	Stone	600
76-85	Iron	800
86-95	Flesh, clay, wood	900
96-00	Any golem	1,250

Scarab of Insanity

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: 1d4 + 8 rounds
Area of Effect: 20' radius
Saving Throw: Negates
XP Value: 1,500
Reference: DMG, p. 179



This item is indistinguishable from any other amulet, brooch, or scarab. When displayed and a command word is spoken, all other creatures within a 20' radius must save vs. spell with a -2 penalty (and -10% penalty to any magic resistance as well).

Those failing the save are completely insane for $1d4 + 8$ rounds, unable to cast spells or use reasoning of any sort (treat as a *confusion* spell with no chance for acting in an unconfused manner). The scarab has $1d8 + 8$ charges.

Scarab of Protection

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: Special
XP Value: 2,500
Reference: DMG, p. 179



This device appears to be any one of the various magical amulets, stones, etc. It gives off a faint magical aura, however, and if it is held for one round, an inscription appears on its surface, letting the holder know it is a protective device.

The possessor gains a +1 bonus to all saving throws vs. spell. If no save is normally possible, he gets a 1 in 20 chance of saving, adjusted by any other magical protections that normally give bonuses to saving throws. Thus, this device allows a saving throw vs. spell at base 20 against *magic missile* attacks, for example. If the target also has a +4 bonus for magical armor and a +1 bonus for a *ring of protec-*

tion, any roll of 15 or better would indicate that the missiles did no damage.

The scarab can also absorb up to 12 level-draining attacks (two level drains count as two absorbings), *death touches*, *death rays*, or *fingers of death*. However, upon absorbing 12 such attacks the scarab turns to powder—totally destroyed.

One in 20 of these scarabs is a cursed item, giving the possessor a -2 penalty to his saving throws. However, one in five of these cursed items becomes a +2 scarab if the curse is removed by a cleric of 16th level or higher. In this case, the scarab has absorption capability of 24 rather than 12.

Scarab of Uncertainty

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Special
Saving Throw: Negates
XP Value: 1,000
Reference: *Tome*, p. 144



This scarab has a specific and potentially powerful effect. If the wearer is within range of a *monster summoning* or similar spell (*invisible stalker*, *conjure animals*, etc.) when cast by another creature or character, the summoned creatures make a saving throw vs. spell the in-

stant they appear. If the summoned creatures fail this saving throw, they mistakenly believe that the wearer of the scarab is the individual who summoned them and then serves the scarab wearer as best they can, rather than the caster of the spell.

Talisman of Memorization

Type: Jewels, Jewelry,
Phylacteries
Usable By: Wizards
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Owner
Saving Throw: None
XP Value: 1,000
Reference: *Tome*, p. 144



This talisman allows a wizard to memorize spells in half the normal time (i.e., 5 minutes per spell level). Half of these amulets (1-5 on 1d10) affect memorization of spells only of levels 1-5. The remaining half affect memorization of spells of levels 1-8. Spells of 9th level are never affected by this talisman.

Talisman of Pure Good

Type: Jewels, Jewelry,
Phylacteries
Usable By: Priests of good
alignment
Range: 0
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: 1 evil priest
Saving Throw: Special
XP Value: 3,500
Reference: DMG, p. 181



A high priest who possesses this item can cause a flaming crack to open at the feet of an evil priest. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the evil priest

gains a saving throw vs. death.

A *talisman of pure good* has seven charges. It cannot be recharged. If a neutral priest touches one of these magic stones, he suffers 7d4 points of damage. If an evil priest touches one, he suffers 12d4 points of damage. Nonpriests are not affected by the device.

Talisman of the Sphere

Type: Jewels, Jewelry,
Phylacteries
Usable By: Wizards
Range: 0
Speed/Casting
Time: 3
Duration: Special
Area of Effect: Owner
Saving Throw: None
XP Value: 100
Reference: *DMG*, p. 181



This is a small adamantite loop and handle which is useless to nonwizards. Characters of any other class touching a talisman of this sort suffer 5d6 points of damage. When held by a wizard concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the Intelligence bonus percentage for control (i.e., 2% per point of Intelligence from 13-15, 6% per point of Intelligence from 16-18).

If control is established by the wielder of a talisman, he need check for continual control only every other round thereafter. If control is not established, the sphere moves toward the wizard at maximum speed (16'/round). Note that a *wand of negation* has no effect upon a *sphere of annihilation*, but if the wand is directed at the talisman it negates its power of control as long as the wand is directed at it.

Talisman of Ultimate Evil

Type: Jewels, Jewelry,
Phylacteries
Usable By: Evil priests
Range: 0
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: 1 priest of good
alignment
Saving Throw: Special
XP Value: 3,500
Reference: DMG, p. 181



This device exactly resembles a *talisman of pure good* and is exactly its opposite in all respects. An evil high priest who possesses this item can cause a flaming crack to open at the feet of a good priest. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if he is not exceptionally corrupt in

thought and deed, the good priest gains a saving throw vs. death.

A *talisman of pure evil* has six charges. It cannot be recharged. If a neutral priest touches one of these magic stones, he suffers 7d4 points of damage. If a good priest touches one, he suffers 12d4 points of damage. Nonpriests are not affected by the device.

Talisman of Zagy

Type: Jewels, Jewelry,
Phylacteries
Usable By: Any
Range: 0
Speed/Casting
Time: Special
Duration: Special
Area of Effect: Owner
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 181



A talisman of this sort appears exactly the same as a *stone controlling earth elementals*. Its powers are quite different, however, and are dependent upon the Charisma of the individual holding the talisman. Whenever a character touches a *talisman of Zagy*, a reaction check is made as if the individual were meeting another creature.

If a hostile reaction result is obtained, the device acts as a *stone of weight*, although discarding it or destroying it results only in 5d6 points of damage and the disappearance of the talisman.

If a neutral reaction results, the talisman remains with the character for 5d6 hours, or until a *wish* is made upon it, whichever first occurs, and it then disappears.

If a friendly reaction result is obtained, the character finds it impossible to be rid of the talisman for as many months as he has points of Charisma. In other words, the owner cannot give the talisman to a friend or walk away from it, only to return and attempt another reaction roll.

The device grants one *wish* for every 6 points of the character's Charisma. It also grows warm and throbs whenever its possessor comes within 20' of a mechanical or magical trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction result is obtained, when its time period expires, the talisman disappears. A base 10,000 gp diamond remains in its stead.

Boots of Dancing

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: *DMG*, p. 161



These magical boots expand or contract to fit any foot size, from halfling to giant. They radiate a dim magic if detection is used. They are indistinguishable from other magical boots, and until actual melee combat is engaged in they function like one of the other types of useful boots—DM's choice.

When the wearer is in (or fleeing from) melee combat, the *boots of dancing* impede move-

ment, begin to tab and shuffle, heel and toe, or shuffle off to Buffalo, making the wearer behave as if *Otto's irresistible dance* spell had been cast upon him (-4 penalty to Armor Class rating, saving throws with a -6, and no attacks possible). Only a *remove curse* spell enables the boots to be removed once their true nature is revealed.

Boots of Elvenkind

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: *DMG*, p. 161



These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of noise—there is a 95% chance of silence in the worst of conditions, 100% in the best.

Boots of Levitation

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 2,000
Reference: DMG, p. 161



As with other magical boots, these soft boots expand or contract to fit giant to halfling-sized feet. *Boots of levitation* enable the wearer to ascend or descend vertically, at will. The speed of ascent/descent is 20' per round, with no limitation on duration.

The amount of weight the boots can levitate is randomly determined in 14-pound increments by rolling 1d20 and adding the result to a base of 280 pounds (i.e., a given pair of boots can levitate from 294 to 560 pounds of weight). Thus, an ogre could wear such boots, but its weight would be too great to levitate.

Horizontal movement is not empowered by these boots, but the wearer can push along the face of a cliff, for example, to move laterally.

The boots require no concentration to use, except when the wearer wishes to change his altitude. A creature attempting to use a missile weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, the third -3, etc., up to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. Lack of leverage makes it impossible to cock a medium or heavy crossbow.

Boots of the North

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,500
Reference: DMG, p. 161



This footgear bestows many powers upon the wearer. First, he is able to travel across snow at normal rate of movement, leaving no tracks. The boots also enable the wearer to travel at half normal movement rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping.

Boots of the north warm the wearer, so that even in a temperature as low as -50 degrees F., he is comfortable with only scant clothing—a loin cloth and cloak, for instance. If the wearer of the boots is fully dressed in cold-weather clothing, he can withstand temperatures as low as -100 degrees F.

Boots of Speed

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: 8 hour maximum
Area of Effect: Wearer
Saving Throw: None
XP Value: 2,500
Reference: DMG, pp. 161-62



These boots enable the wearer to run at the speed of a fast horse—24 base movement speed. For every 10 pounds of weight over 200 pounds, the wearer is slowed by 1 in movement, so a 180-pound human with 60 pounds of gear would move at 20 base movement rate.

For every hour of continuous fast movement, the wearer must rest an hour. No more than eight hours of continuous fast movement are possible before the wearer must rest. *Boots of speed* give a +2 bonus to Armor Class in combat situations in which movement of this sort is possible.

Boots of Striding and Springing

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: 2,500
Reference: DMG, p. 162



The wearer of these magical boots has a base movement rate of 12, regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots no longer function for 12 hours—they need that long to “recharge.”

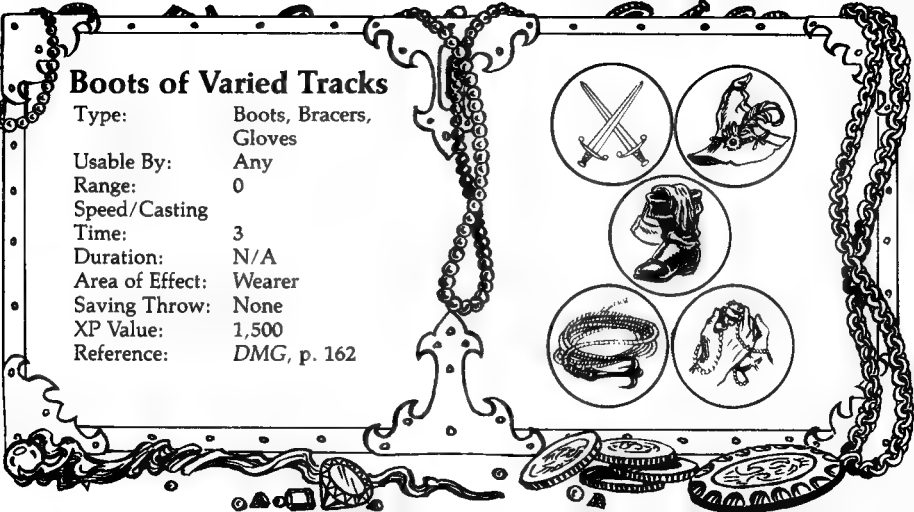
In addition to the striding ability, these boots allow the wearer to make great leaps. While “normal” paces for the individual wearing this type of footgear are 3' long, the boots also enable forward jumps of up to 30', backward leaps of 9', and vertical springs of 15'.

If circumstances permit the use of such movement in combat, the wearer can effec-

tively strike and spring away when he has the initiative during a melee round. However, such activity involves a degree of danger—there is a base 20% chance that the wearer of the boots stumbles and is stunned on the following round. Adjust the 20% chance downward by 3% for each point of Dexterity the wearer has above 12 (i.e., 17% at 13 Dexterity, 14% at 14, 11% at 15, 8% at 16, 5% at 17, and only 2% at 18 Dexterity). In any event, the boots better Armor Class by 1 due to the quickness of movement they allow, so Armor Class 2 becomes 1, Armor Class 1 becomes 0, etc.

Boots of Varied Tracks

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,500
Reference: DMG, p. 162



The wearer of these boots is able, on command, to alter the tracks he leaves. The footprints can be made as small as those of a halfling or as large as those of an ogre, bare or shod as desired. In addition, each pair of these boots has four additional track-making capabilities. Roll 1d6 to determine the subtable used, followed by 1d8:

Subtable A (1-3)	
D8 Roll	Track Print Left
1	Basilisk
2	Bear
3	Boar
4	Bull
5	Camel
6	Dog
7	Giant, hill
8	Goat

Subtable B (4-6)	
D8 Roll	Track Print Left
1	Horse
2	Lion (or giant lynx)
3	Mule
4	Rabbit
5	Stag
6	Tiger
7	Wolf
8	Wyvern

The four additional track-making capabilities are: _____

Bracers of Archery

Type: Boots, Bracers,
Gloves
Usable By: Warriors
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 162



These magical wrist bands are indistinguishable from normal, nonmagical protective wear. When worn by a character type or creature able to employ a bow, they enable the wearer to excel at archery.

The bracers empower such a wearer to use any bow (not including crossbows) as if he were proficient in its usage, if such is not already the case. If the

wearer of the bracers has proficiency with any type of bow, he gains a +2 bonus to attack rolls and a +1 bonus to damage inflicted whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows, except for a bonus due to weapon specialization.

Bracers of Brachiation

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 162



These wrist bands appear to be of the ordinary sort, but they enable the wearer to move by swinging from one tree limb, vine, etc., to another to get from place to place. The power can be employed only in locales where these sorts of hand-holds can be found. Movement is at a rate of 3, 6, or 9—the more junglelike the conditions, the greater the movement rate.

The wearer is also able to climb trees, vines, poles, ropes,

etc., at a rate of 6, and can swing on a rope, vine, or other dangling, flexible object as if he were an ape.

The wearer can also jump as if wearing *boots of striding and springing*, but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or pole, or some other activity associated with brachiation.

Bracers of Brandishing

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 3,000
Reference: *Tome*, p. 134



These unpredictable and bewildering items appear similar to other magical bracers, but their magic is revealed only when the character wearing them uses a charged rod, staff, or wand. When a charge is expended from such an item, the *bracers of brandishing* alter the charge expenditure and the local balance of magical forces in a chaotic manner. The drain on the charged rod, staff, or wand is actually in the range of 5

charges to -4 (i.e., the item is recharged). The number of charges used is $1d10 - 5$ (with negative results indicating that charges are restored). If an item is reduced below zero charges by a drain, it crumbles into dust immediately.

Items that are not normally rechargeable can be recharged through the chaotic operation of these items, except for the *rod of absorption*.

Bracers of Defense

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 500 per +1 of
protection below 10
Reference: DMG, p. 162



These items appear to be wrist or arm guards. Their magic bestows an effective Armor Class equal to someone wearing armor and employing a shield. If armor is actually worn, the bracers have no additional effect, but they do work in conjunction with other magical items of protection. The Armor Class the bracers of defense bestow is determined by making a percentile roll and consulting the table:

D100 Roll	Armor Class
01-05	8
06-15	7
16-35	6
36-50	5
51-70	4
71-85	3
86-00	2

Bracers of Defenselessness

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: *DMG*, p. 162



These appear to be *bracers of defense*, and actually serve as such until the wearer is attacked in anger by a dangerous enemy. At that moment, the bracers worsen Armor Class to 10 and negate any and all other magical protections and Dexterity bonuses. *Bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Gauntlets of Dexterity

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 169



A pair of these gloves appears to be nothing more than lightweight leather handwear of the everyday sort. They size themselves magically to fit any hand, from that of a huge human to that of a small halfling. *Gauntlets of dexterity* increase overall Dexterity by 4 points if the wearer's Dexterity is 6 or less,

by 2 points if at 7-13, and by 1 point if Dexterity is 14 or higher. Furthermore, wearing these gloves enables a nonthief character to pick pockets (45% chance) or open locks (37% chance) as if he were a 4th level thief. If worn by a thief, they increase these two abilities by 10%.

Gauntlets of Ogre Power

Type: Boots, Bracers,
Gloves
Usable By: Warriors, rogues,
priests
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 169



These appear the same as typical handwear for armor. The wearer of these gloves, however, is imbued with 18/00 Strength in his hands, arms, and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add a +3 bonus to attack rolls

and a +6 bonus to damage inflicted when a hit is made. These gauntlets are particularly desirable when combined with a *girdle of giant strength* and a hurled weapon. They grow or shrink to fit human to halfling-sized hands.

Gauntlets of Swimming and Climbing

Type: Boots, Bracers,
Gloves
Usable By: Warriors, rogues,
priests
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p.169



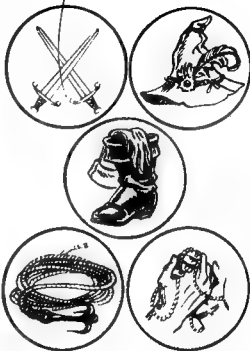
A pair of these gloves appears to be normal light-weight handwear, but they radiate magic if a detection is attempted. The wearer can have hands of large (human) or small (half-ling) size. The wearer can swim as fast as a triton (movement of 15) underwater, and as fast as a merman (movement 18) on the surface. These gauntlets do not

empower the wearer to breathe in water.

These gloves give the wearer a very strong gripping ability with respect to climbing. He can climb vertical or nearly vertical surfaces, upward or downward, with a 95% chance of success. If the wearer is a thief, the gauntlets increase success probability to 99%.

Gloves of Missile Snaring

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,500
Reference: DMG, p. 170



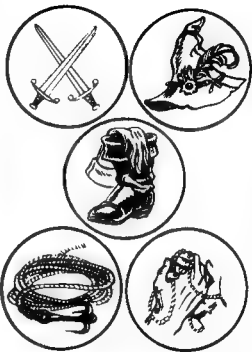
These gloves radiate slightly of enchantment and alteration if magic is detected for. Once snugly worn, they seem to meld with the hands, becoming almost invisible (undetectable unless within 5' of the wearer). Either or both hands so clad, if not already holding something, can be used to pick many sorts of missiles out of the air, thus preventing possible harm, and enabling the wearer to return a hand-thrown missile to its send-

er as an attack in a subsequent round.

All forms of small, hand-hurled or weapon-propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like) can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

Reglar's Gloves of Freedom

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 3,000
Reference: *Tome*, p. 143



These gloves appear to be thick, leather, combat gloves. Silvered pearls are sewn along the stitching.

A character under the influence of a *charm* spell or similar enchantment can be freed of the enchantment by shaking hands with the wearer of the gloves. This item frees only characters

who are enchanted against their will. Those who have willingly submitted to a *charm* (such as a *quest*) are not affected by the gloves. The former victim retains all memories of his enchantment.

The gloves do not protect or release the wearer from such spells.

Slippers of Spider Climbing

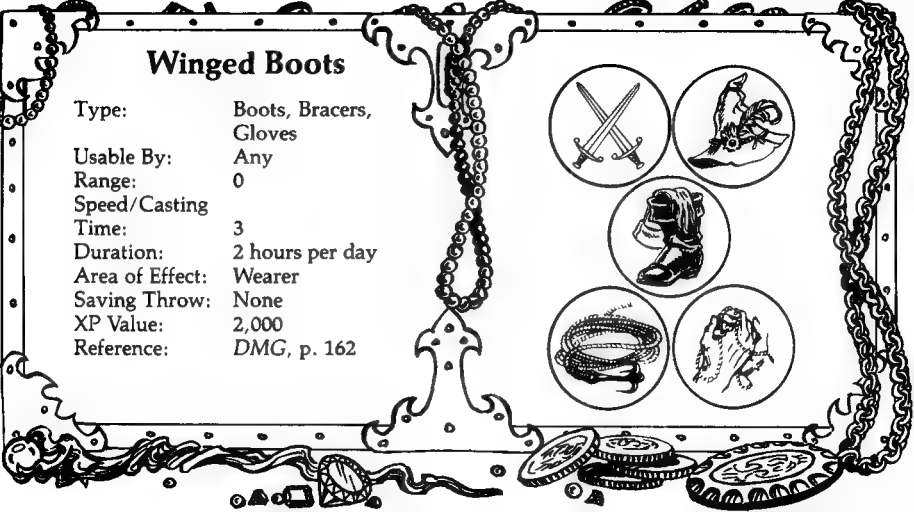
Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 179



These shoes appear unremarkable, although they give off a faint aura of alteration magic if detected for. When worn, a pair of these slippers enables the individual to move at a 60' rate on vertical surfaces or even upside down along ceilings, with hands free to do whatever the wearer desires. Extremely slippery surfaces—ice, oiled, or greased surfaces—make these slippers useless.

Winged Boots

Type: Boots, Bracers,
Gloves
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: 2 hours per day
Area of Effect: Wearer
Saving Throw: None
XP Value: 2,000
Reference: DMG, p. 162



These boots appear to be ordinary foot-gear. If magic is detected for, they radiate a faint aura of both enchantment and alteration. When they are on the possessor's feet and he or she concentrates on the desire to fly, the boots sprout wings at the heel and empower the wearer to fly without having to maintain concentration.

The wearer can use the boots for up to two hours per day, all at once or in several shorter flights. If the wearer tries to use them for a longer duration, the power of the boots fades rapidly, but it doesn't abruptly disappear—the wearer slowly descends to the ground.

For every twelve hours of uninterrupted non-use, the boots regain one hour of flying power. No amount of non-use allows the boots to be used for more than two hours at a time, however.

Some *winged boots* are better than others. To determine the quality of a given pair, roll 1d4 and consult the table below:

D4 Roll	Flying Speed	Maneuverability Class
1	15	A
2	18	B
3	21	C
4	24	D

Candle of Invocation

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Priests

Range: 0

Speed/Casting
Time: 3

Duration: 4 hours maximum

Area of Effect: Special

Saving Throw: None

XP Value: 1,000

Reference: *DMG*, p. 163



These specially blessed tapers are dedicated to the pantheon of gods of one of the nine alignments. The typical candle is not remarkable, but if a *detection* spell is cast, it radiates magic. It also radiates good or evil, if appropriate.

Simply burning the candle generates a favorable aura for the individual so doing—if the candle's alignment matches that of the character's. If burned by a priest of the same alignment, the candle temporarily increases the priest's level of experience by 2, enabling him to cast additional spells. He can even cast spells normally unavailable to him, as

if he were of the higher level, but only so long as the candle continues to burn. Any burning allows the casting of a *gate* spell, the respondent being of the alignment of the candle, but the taper is immediately consumed in the process.

Otherwise, each candle burns for four hours. It is possible to extinguish the candle as one would any other. However, it can be placed in a lantern or otherwise sheltered to protect it from drafts and other things which could put it out. This doesn't affect its magical properties.

Candle of Propitiousness

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: 1 hour maximum

Area of Effect: 50' radius

Saving Throw: None

XP Value: 750

Reference: *Tome*, p. 134



This candle enhances attacks against a particular enemy within a defined area. The user lights the candle while speaking the exact name of a single foe. If the exact name is not known, the user must precisely identify the foe—saying, “the evil warrior” isn’t precise enough, but stating, “the evil warrior who rules the village of Fair Meadows and carries a golden shield” is sufficient.

All characters who remain within a 50' radius of the lighted candle receive a +2 bonus to all attack rolls made against the stated foe, regardless of whether the foe is within 50' of the candle. Characters who venture outside the area of effect lose the bonus. When the stated foe is within the area of effect, he suffers a -1 penalty to all his attack rolls.

There can be no interposing surfaces such as walls or doors between the *candle of propitiousness* and characters whom it affects. The stated foe is not allowed a saving throw to resist the effects of the candle.

The *candle of propitiousness* burns for up to one hour. If it is moved after it has been lit, its magic is immediately and permanently negated. Likewise, if its flame is extinguished, its magic immediately ends. Any magical or natural force capable of extinguishing a normal flame, such as a *gust of wind* or a splash of water, can extinguish a *candle of propitiousness*.

A *candle of propitiousness* can be lit and used only once.

Dust of Appearance

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: None

XP Value: 1,000

Reference: DMG, p. 167



This fine powder appears like any other dust unless a careful examination is conducted. This reveals it to be a very fine, very light, metallic dust. A single handful of this substance flung into the air coats all objects, making them visible even if they are invisible, out of phase, astral, or ethereal. Note that the dust also reveals mirror images and projected images for what they are, and it likewise negates the effects of *cloaks of displace-*

ment or *elvenkind* and *robes of blending*. The dust's effect lasts for 2d10 turns.

Dust of appearance is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10' from the user. A tube can be blown in a cone shape, 1' wide at the start, 15' at the end, and 20' long. As few as 5 or as many as 50 containers may be found in one place.

Dust of Disappearance

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: None

XP Value: 2,000

Reference: DMG, p. 167



This dust looks just like *dust of appearance*. All things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming invisible. Normal sight can't see dusted creatures or objects, nor can they be detected by any normal detection or even magical means. Even *detect invisibility* spells don't work. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*.

Invisibility bestowed by the dust lasts for 2d10 turns (1d10 + 10 if sprinkled carefully upon an object). Attack while thus invisible

is possible, always by surprise if the opponent fails to note invisible things and always at an Armor Class 4 better than normal (while invisibility lasts). Unlike the *invisibility* spell, dust of disappearance remains effective even after an attack is made.

Dust of disappearance is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10' from the user. A tube can be blown in a cone shape, 1' wide at the start, 15' at the end, and 20' long. As few as 5 or as many as 50 containers may be found in one place.

Dust of Dryness

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: Special

XP Value: 1,000

Reference: DMG, p. 167



This special dust has many uses. If a pinch is cast into a cubic yard of water, the liquid is instantly transformed to nothingness and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If this pellet is hurled down, it breaks and releases the same volume of water. When the dust is sprinkled over an area (such as with a wave of the arm), it dries up as much as 15 cubic feet of water. The dust af-

fects only water (whether fresh, salt, brackish, or alkaline), not other liquids.

If the dust is employed against a water elemental or similar creature, the creature must save vs. spell or be destroyed. A successful save still inflicts 5d6 points of damage upon the water creature.

A pouch of this dust contains 1d6 + 4 pinches.

Dust of Illusion

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: 1d6 + 6 hours

Area of Effect: 1 creature per pinch

Saving Throw: Negates

XP Value: 1,000

Reference: DMG, pp. 167-68



This unremarkable powder resembles chalk dust or powdered graphite—unless it is stared at. Stare at it and the dust changes color and form. Put a pinch of *dust of illusion* on a creature and the creature appears to become any other creature of similar shape, with a size variance of 50% (plus or minus) from the actual size of the affected creature. Thus, a halfling could appear as a human of small stature, a human as an

ogre, a pegasus as a mule, etc. An unwilling recipient is allowed a saving throw vs. spell to escape the effect.

The individual who sprinkles the magical dust must envision the illusion desired as the powder is shaken over the subject creature. The illusionary power lasts for $1d6 + 6$ hours unless otherwise dispelled.

A typical pouch of this dust contains $1d10 + 10$ pinches of the substance.

Dust of Mind Dulling

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 30'

Speed/Casting
Time: 3

Duration: 1d4 + 1 turns

Area of Effect: 5'-radius sphere

Saving Throw: Negates

XP Value: 1,000

Reference: *Tome*, p. 136



This harmless-looking dust is the bane of spellcasters. One pinch of this dust can be flung up to 30' from the user and scatters to fill a 5'-radius sphere.

All spellcasters within the area must make a saving throw vs. spell or find their minds dulled and their wits slowed. All casting times less than one round are increased by 2 as the wizards hesitate, trying to remember the procedures. Spells which normally require one

round to cast now require one full round plus a casting time of 5 on the following round, and spells which normally have a casting time of two rounds or longer now require 50% longer than normal to cast. The dust persists in the area for one turn unless somehow removed (e.g., a *gust of wind* spell). Those affected by the dust are impaired in their spellcasting for $1d4 + 1$ turns thereafter.

Dust of Sneezing and Choking

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: 20' radius

Saving Throw: Special

XP Value: None

Reference: DMG, p. 168



This fine dust appears to be either *dust of appearance* or *dust of disappearance*. If spread, however, it causes those within a 20' radius to fall into fits of sneezing and coughing. Those failing a saving throw vs. poison die immediately; those who make their saving throw are disabled by the choking for 5d4 rounds.

Dust of Tracelessness

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: Special

Speed/Casting
Time: 3

Duration: Permanent

Area of Effect: Special

Saving Throw: None

XP Value: 500

Reference: DMG, p. 168



This normal-seeming dust is actually a highly magical powder that can be used to conceal the passage of its possessor and his companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation occurs from the use of this dust.

The substance is typically found in a finely sewn pouch containing 1d12 + 12 pinches.

Incense of Meditation

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Priests

Range: N/A

Speed/Casting
Time: 8 hours

Duration: 24 hours

Area of Effect: User

Saving Throw: None

XP Value: 500

Reference: DMG, p. 172



These small rectangular blocks of sweet-smelling *incense of meditation* are indistinguishable from nonmagical incense until one is lit. When burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by any priest of 5th or higher level.

When a priest lights a block of the incense of meditation and spends eight hours praying and meditating nearby, the incense enables him to gain maximum

spell effects. Thus, *cure wounds* spells are always maximum, spell effects are of the broadest area possible, saving throws against their effects suffer -1 penalties, and when dead are brought back to life, their chance of not surviving is reduced by one-half (rounded down).

When this item of magic is discovered, there are 2d4 pieces of incense. Each piece burns for eight hours; the effects remain for 24 hours.

Incense of Obsession

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Priests

Range: Special

Speed/Casting
Time: Special

Duration: Special

Area of Effect: User

Saving Throw: None

XP Value: None

Reference: *DMG*, p. 172



These strange blocks of incense look exactly like *incense of meditation*. If meditation and prayer are conducted while the lit block of *incense of obsession* is nearby, its odor and smoke causes the priest to become totally confident that his spell ability is superior, due to the magical incense. The priest

is determined to use his spells at every opportunity, even when not needed or when useless. The priest remains obsessed with his abilities and spells until all are cast or 24 hours have elapsed.

There are 2d4 pieces of this incense normally, each burning for one hour.

Ioun Stones

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 3'

Speed/Casting
Time: 3

Duration: Special

Area of Effect: User

Saving Throw: None

XP Value: 300 per stone

Reference: *DMG*, pp. 172-73



These magical stones always float in the air and must be within 3' of their owner to be of any use. When a character first acquires the stones, he must hold each and then release it, so it takes up a circling orbit, whirling and trailing, circling 1d3 feet from his head. Thereafter, the stones must be grasped or netted to separate them from their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the benefits of the stones during that time.

1d10 ioun stones will be found, though there are 14 different kinds in all. The DM should consult the **Ioun Stones** table, on page 173 of the *DMG*, to determine the type of each stone. A duplication of any roll indicates a stone which is burned out and useless, but it still counts as one of the number

found. Record the color and power of the stone(s) in the space provided below.

Whenever ioun stones are exposed to attack, they are treated as Armor Class -4 and take 10 hit points of damage to destroy. They save as if they were of hard metal—+3 bonus.

Keoughtom's Ointment

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: N/A

Area of Effect: Recipient

Saving Throw: None

XP Value: 500

Reference: *DMG*, p. 173



This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A jar of the unguent is small—perhaps 3" in diameter and 1" deep—but contains five applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals $1d4 + 8$ points of damage. Generally, $1d3$ jars will be found.

Nolzur's Marvelous Pigments

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed: 1 turn

Duration: Permanent

Area of Effect: Special

Saving Throw: None

XP Value: 500 per pot of
pigment

Reference: DMG, pp. 175-76



These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form on the desired image. One pot of *Nolzur's marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface. Thus, a 10' × 10' rendition of a pit would result in an actual 10' × 10' × 10' pit, a 10' × 10' depiction of a room would result in a 10' × 10' × 10' room, and so on.

Only normal, inanimate things can be

created—doors, pits, flowers, trees, cells, etc.; monsters, people, golems, and the like can't be created. The pigments must be applied to a surface (i.e., a floor, wall, ceiling, door, etc.). From 1d4 containers of pigments will be found, usually with a single instrument about 1' long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigments—precious metals, gems, jewelry, ivory, etc.—appear to be valuable but really are made of tin, lead, paste gems, brass, bone, etc. Normal armor or weapons can, of course, be created.

Philosopher's Stone

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Wizards

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: Special

XP Value: 1,000

Reference: DMG, p. 176



This is a rare and magical substance that appears to be an ordinary, sooty black piece of rock. It radiates faintly of unknown magic. If the stone is broken open, a cavity is discovered. The interior of this cavity is lined with a quicksilver which enables the transmutation of the base metals (iron and lead) into silver and gold. A wizard is required to bring about such transmutation, however.

From 50 to 500 pounds of iron can be made into silver; from 10 to 100 pounds of lead can be turned into gold from a single *philosopher's stone*. Transmutation must be made fully upon the first attempt, all the

quicksilver being employed at one time.

Two other substances may be found in a *philosopher's stone* instead of the quicksilver described above, at the DM's discretion. If he decides there's something different in the stone, there is a 75% chance that a greenish, crystalline salt will be found. This allows the manufacture of 1d4 *potions of longevity*. There is a 25% chance that a white powder will be found in a stone. When mixed with a *potion of longevity*, this can actually restore life to a dead human or demihuman. The mixture must be administered internally within one week of the creature's demise (see the *raise dead* spell).

Powder of the Black Veil

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: Special

Speed/Casting
Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: Negates

XP Value: 1,000

Reference: *Tome*, p. 127



This sooty, black powder causes temporary magical blindness to all who are in the area of effect. If a creature's saving throw is successful, he suffers no effects. If the roll fails, the creature is blinded and suffers a -4 penalty to attack rolls, a -4 penalty to Armor Class, and a +2 penalty to initiative rolls. Blindness persists each round until the victim succeeds at a saving throw vs. spell, at which time the effect is

instantly negated. An entire packet or blow tube must be used for each application.

The area of effect can either be a 5'-radius circle around the user or it can be blown through a tube, creating a 10' cone that is 1' wide at the apex and 5' wide at the base. Powders also can be blown from the hand, but this application affects just one individual, who must be 5' or less away.

Powder of Coagulation

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: Special

Speed/Casting
Time: 3

Duration: Permanent

Area of Effect: Special

Saving Throw: None

XP Value: 500

Reference: *Tome*, p. 127



When placed on an open wound, a pinch of this yellow powder stops all bleeding and heals 1d6 hit points of damage. Each pouch or packet contains 4d4 pinches. A blow tube contains one use, but stops bleeding and heals 1d4 hit points for all creatures in the area of effect.

The area of effect can either be a 5'-radius circle around the user or it can be blown through a tube, creating a 10' cone that is 1' wide at the apex and 5' wide at the base. Powders also can be blown from the hand, but this application affects just one individual, who must be 5' or less away.

Powder of Magical Detection

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: Special

Speed: 3

Duration: N/A

Area of Effect: Special

Saving Throw: None

XP Value: 1,000

Reference: *Tome*, pp. 127-28



Under close inspection, this ordinary-looking powder can be seen for what it truly is—an extremely fine powder of minute, crystalline granules. When this powder contacts a magical object, the crystals spark and flash with a rainbow of colors. This effect does not reveal the nature or intensity of the enchantment—only that the item is magical.

A small pinch of powder is needed for each use, no matter how large or small the object.

Each packet contains $1d10 + 10$ pinches. Powder that is placed on a nonmagical item yields no effect and cannot be reused.

A powder's area of effect can be a 5'-radius circle around the user or it can be blown through a tube, creating a 10' cone that is 1' wide at the apex and 5' wide at the base. Powders also can be blown from the hand, but this application affects just one object, which must be 5' or less away.

Powder of the Hero's Heart

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: Special

Speed/Casting
Time: 3

Duration: 5d4 rounds

Area of Effect: Special

Saving Throw: None

XP Value: 750

Reference: *Tome*, p. 127



When used, this dull red powder instills bravery in all creatures within the area of effect (both friends and enemies). It grants such creatures a morale bonus of +2 and negates the effects of magical fear. The effect lasts for 5d4 rounds. An entire packet, pouch, or blow tube must be used for each application.

The area of effect can either be a 5'-radius circle around the user or it can be blown through a tube, creating a 10' cone that is 1' wide at the apex and 5' wide at the base. Powders also can be blown from the hand, but this application affects just one individual, who must be 5' or less away.

Puchezma's Powder of Edible Objects

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed: 3

Duration: Permanent

Area of Effect: 1 cubic foot per
pinch

Saving Throw: None

XP Value: 1,000

Reference: *Tome*, pp. 142-43



An inveterate traveler who was notoriously cheap, Puchezma could never bring himself to spend money on decent provisions or hire a quality chef for his long wilderness excursions. In his efforts to create a seasoning that would make the bland dishes of his second-rate cooks more palatable, Puchezma stumbled on a formula for the *powder of edible objects*.

This powder, which resembles normal salt, causes any normally indigestible material to become edible, nutritious food. The material must be nonliving and nonmagical,

and must be in a form the consumer can swallow; for instance, dirt and cotton cloth are acceptable (the diner could chew up and swallow these materials), but large stones and planks of hard wood are not (these objects would have to be broken up into small pieces before they could be swallowed). All poisonous and otherwise harmful properties (such as sharp edges) are negated by the powder. One pinch of *powder of edible objects* is sufficient to treat 1 cubic foot of material. The powder is normally found in small bags containing 10 to 100 pinches.

Salves of Far Seeing

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: 1 day

Area of Effect: User

Saving Throw: None

XP Value: 1,000

Reference: *Tome*, p. 144



A character who puts a drop of salve into each of his eyes can see as well as he would on a brightly lit day on his Prime Material plane. The proper salve also serves as a protection against blindness on planes where protection is necessary. Several types of salves exist for the different elemental, para-elemental, and quasi-elemental planes. The salves have no effect on normal or magical blindness.

The salves are found in small metal containers made of precious metals. A container contains 4d12 drops. One drop in each eye bestows the magical property for one day. A drop must be placed in every usable eye for the magic to work.

A different salve exists for each of the planes where such a salve is required, and each has a distinct color and texture, which

is detailed in the table below. The salves function only on their respective planes.

Plane	Color	Texture
Water	Blue	Smooth
Earth	Black	Grainy, thick
Positive	White	Opaque liquid
Negative	Clear	Liquid
Smoke	Ashen	Liquid
Ice	Blue-white	Thick
Ooze	Gray	Rubbery
Magma	Copper	Thick
Steam	Gray	Liquid
Salt	White	Grainy
Radiance	Golden	Smooth
Ash	Gray	Grainy
Mineral	Silver	Grainy
Dust	Black	Dry

Sovereign Glue

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 1 round

Duration: Permanent

Area of Effect: 1 square foot per
ounce

Saving Throw: None

XP Value: 1,000

Reference: *DMG*, p. 180



This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with *oil of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *oil of slipperiness* must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container.

One ounce of the adhesive covers approximately 1 square foot of surface, bonding virtually any two substances together in a

permanent union. The glue takes one full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects only results in the rending of one or the other except when *oil of etherealness* or *universal solvent* is applied to the bond—*sovereign glue* is dissolved only by those liquids. A typical container of the substance holds 1d10 ounces of glue.

Stone of Controlling Earth Elementals

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: None

XP Value: 1,500

Reference: DMG, p. 180



A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a single command word, and an earth elemental of 12-Hit-Dice size comes to the summoner if earth is available, or an 8-Hit-Dice elemental if rough, unhewn stone is the summoning medium. (An earth elemental cannot be summoned from worked stone, but one can be from mud, clay, or even

sand, although one from sand is an 8-dice monster.) The area of summoning for an earth elemental must be at least 4' square and have 4 cubic yards volume. The elemental appears in 1d4 rounds. For detailed information about elementals and their control, see the *Monstrous Compendium*. The stone can be used to summon one elemental per day.

Stone of Good Luck (Luckstone)

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: N/A

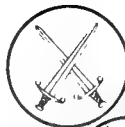
Duration: N/A

Area of Effect: Owner

Saving Throw: Special

XP Value: 3,000

Reference: DMG, p. 180



This magical stone is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 (+5% where applicable) on all dice rolls involving factors such as saving, slipping, dodging, etc.—whenever dice are rolled to find whether the character suffers from some adverse happening. This luck does not af-

fect attack and damage rolls or spell failure dice.

Additionally, the *luckstone* gives the possessor a $+/-1\%$ to 10% (at owner's option) on rolls for determination of magical items or division of treasure. The most favorable results always are gained with a *stone of good luck*.

Stone of Weight (Loadstone)

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: N/A

Duration: N/A

Area of Effect: Owner

Saving Throw: None

XP Value: None

Reference: DMG, pp. 180-81



This magical stone appears to be any one of the other sorts, and testing will not reveal its nature. However, as soon as the possessor of a *stone of weight* is in a situation where he is required to move quickly in order to avoid an enemy—in combat or pursuit—the item causes a 50% reduction in movement,

and even attacks are reduced to 50% normal rate. Furthermore, the stone cannot be gotten rid of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on the character's person. If a *dispel evil* is cast upon a *loadstone*, the item disappears and no longer haunts the individual.

Smoke Powder

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

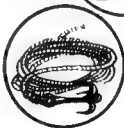
Duration: N/A

Area of Effect: Special

Saving Throw: None

XP Value: None

Reference: DMG, pp. 179-80



This magical substance is similar to gunpowder. It is extremely scarce and, due to its volatile nature, dangerous to fabricate.

Smoke powder is commonly found divided into two separate components—one, a steely-blue granular substance, and the other, a fine white powder. Alone, each component is inert and harmless, but when equal portions of the two are mixed, the powder is complete and dangerous.

When touched by a flame, the mixed powder explodes with great force, noise, and smoke. The size and force of the explosion varies according to the amount of *smoke powder* used. A small, measured amount (a spoonful of each component) causes 1d2 points of damage. Such an

amount is sufficient for a large firecracker or a single charge of an arquebus (if these optional weapons exist in the campaign). Increasing the amount increases the damage proportionally—doubling causes 2d2 points of damage, tripling causes 3d2, and so on.

An explosion capable of causing 30 points of damage (15 charges) has a 5' radius. Blasts capable of causing 50 or more points of damage (25 or more charges) have a radius of 15', and they affect items and fortifications as would a giant's blow.

When discovered, a pouch of *smoke powder* contains 3d6 charges. Charges from several pouches of *smoke powder* can be combined to create bigger, more damaging explosions.

Universal Solvent

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Permanent

Area of Effect: 1 cubic foot per
ounce

Saving Throw: Special

XP Value: 1,000

Reference: DMG, p. 181



This strange and magical liquid appears to be some sort of minor oil or potion. Upon first examination, it seems to have the properties of both *oil of slipperiness* and a potion of *delusion*. However, if it is applied to any form of adhesive or sticky material, the solution immediately dissolves it. Thus, for instance, the effect of *sovereign glue* immediately is negated by this liquid, as is any other form of cement, glue, or adhesive. The area of effect of this liquid is 1 cubic foot per ounce, and a typical container holds 27 ounces.

If the liquid is carefully distilled to bring it down to one third of its original volume, each ounce dissolves 1 cubic foot of organic or inorganic material, just as if a *disintegrate* spell had been employed. To find if a target is affected by this concentrated solution, a normal attack roll is required, and the subject is entitled to a saving throw vs. spell. Inanimate objects are automatically affected by the solution, although if they are magical, a saving throw vs. disintegration applies.

Warp Marble

Type: Candles, Dusts,
Ointments,
Incense, Stones

Usable By: Any

Range: 0

Speed/Casting
Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: Special

XP Value: 5,000

Reference: *Tome*, p. 148



This item is a 1/2"-diameter sphere of fine crystal. Each marble has three words of command.

The first command word creates an extra-dimensional space that can contain a single large-sized creature. The closest creature is instantly imprisoned. The inhabitant can see and hear events in the "real world," but can do nothing to affect them. Spellcasting and the use of psionics are impossible. If the prison is already occupied, this command has no effect.

The second command releases the imprisoned occupant, who appears within three feet of the marble. This word can be spoken from within the prison, so the possessor can use it as a sanctuary.

The third word sets the marble as a trap—the first creature to touch it is immediately

imprisoned. (If the creature is larger than size L, the magic is not triggered.) Once a creature has been imprisoned, others can touch the marble with no adverse effects. A prisoner can be freed only through the use of the word from outside the marble.

A "trap" marble can be thrown at a creature in an attempt to trap it. If an attack roll is successful, the creature is allowed a saving throw vs. spell. Success means the creature is not trapped.

If a marble is taken into an extradimensional space, if it is *teleported*, *gated*, or transported via *dimensional folding* or any analogous method, or if it is shifted to another plane of existence, any occupant of the marble is immediately expelled into the Astral plane.

Brazier Commanding Fire Elementals

Type: Household Items,
Tools
Usable By: Wizards
Range: 0
Speed/Casting
Time: 1 round
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 4,000
Reference: DMG, pp. 162-63



This device appears to be a normal container for holding burning coals, unless magic is detected for. It enables a mage to summon an elemental of 12 Hit Dice strength from the elemental plane of Fire. A fire must be lit in the brazier—one round is required to do so. If

sulphur is added, the elemental gains +1 on each Hit Die (i.e., 2–9 hit points per Hit Die). The fire elemental appears as soon as the fire is burning and a command word is uttered. (See *Monstrous Compendium* for details regarding elementals.)

Brazier of Sleep Smoke

Type: Household Items,
Tools
Usable By: Wizards
Range: 0
Speed/Casting
Time: 1 round
Duration: Special
Area of Effect: 10' radius
Saving Throw: Negates
XP Value: None
Reference: DMG, p. 163



This device appears to be a normal container for holding burning coals, unless magic is detected for. When a fire is started within it, the burning causes great clouds of magical smoke to pour forth in a cloud of 1' radius from the brazier. All creatures within the cloud must

successfully save vs. spell or fall into a deep sleep.

At the same moment, a fire elemental of 12 Hit Dice appears and attacks the nearest creature. Sleeping creatures can be awakened only by means of a *dispel magic* or *remove curse* spell.

Broom of Animated Attack

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: Special
Area of Effect: N/A
Saving Throw: None
XP Value: None
Reference: DMG, p. 163



This is indistinguishable from a normal broom, except by means of detection of its magic. It is identical to a *broom of flying* by all tests short of attempted use. Using it reveals that a *broom of animated attack* is a very nasty item:

If a command word ("fly," "soar," etc.) is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4 + 5 feet off the ground. The broom then attacks the stunned victim,

swatting the face with the straw/twig end to blind and beating with the handle end.

The broom gets two attacks per round with each end (two swats with the straw, two with the handle). It attacks as if it were a 4-Hit-Dice monster. The straw end causes blindness for one round if it hits. The other end causes 1d3 points of damage when it hits. The broom is Armor Class 7 and takes 18 hit points to destroy.

Broom of Flying

Type:	Household Items, Tools
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	N/A
Area of Effect:	N/A
Saving Throw:	None
XP Value:	2,000
Reference:	DMG, p. 163



This magical broom is able to fly through the air at up to 30 base movement speed. The broom can carry 182 pounds at this rate, but every 14 additional pounds slows movement by 1. The device can climb or dive at an angle of 30 degrees. A

command word (determined by the DM) must be used. The broom travels alone to any destination named. It comes to its owner from as far as 300 yards away when he speaks the command word.

Carpet of Flying

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: N/A
Saving Throw: None
XP Value: 7,500
Reference: DMG, p. 163



The size, carrying capacity, and speed of a carpet are determined by rolling percentile dice and consulting the table. Each carpet has its own command word (if you use the optional command word rules) to activate it—if the device is within voice range, the command word activates it. The carpet is then controlled by spoken directions.

These rugs are of oriental make and design. Each is beau-

tiful and durable. Note, however, that tears or other rents cannot be repaired without special weaving techniques generally known only in distant, exotic lands.

D100			
Roll	Size	Capacity	Speed
01-20	3' x 5'	1 person	42
21-55	4' x 6'	2 people	36
56-80	5' x 7'	3 people	30
81-00	6' x 9'	4 people	24

Crucible of Melting

Type: Household Items,
Tools
Usable By: Wizards
Range: N/A
Speed/Casting
Time: 1 turn
Duration: Special
Area of Effect: Contents
Saving Throw: Special
XP Value: 1,000
Reference: *Tome*, p. 135



A crucible is a small bowl, usually made of fired clay or porcelain, used for heating substances to extreme temperatures. The bowl is usually placed on a furnace. The *crucible of melting*, however, requires no furnace. It melts any metals placed within it when the command word is spoken. It takes one turn to bring the crucible to sufficient temperature to melt metals placed within it. It has no effect on substances other than metals.

The average *crucible of melting* can hold up to 1 cubic foot of material. Note that magical items are allowed an item saving throw vs. magical fire to avoid destruction. *Crucibles of melting* are most often found

(when found at all) in the laboratories of wizards, particularly enchanters who specialize in the construction of magical devices.

Whenever a *crucible of melting* is used, there is a 5% chance of a mishap resulting in an explosion that inflicts 3d10 points of damage to all creatures within 10'. A save vs. rod, staff, or wand is allowed, with success indicating half damage. The crucible is allowed an item saving throw vs. disintegration. If it fails, it is destroyed; otherwise, it is unharmed and may be used again.

Half of all crucibles remain hot for 3 turns. The rest remain hot until a command word is spoken to cancel the heat.

Everbountiful Soup Kettle

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: N/A
Saving Throw: None
XP Value: 1,000
Reference: *Tome*, p. 137



When this two-gallon metal kettle is filled with water, the liquid is transformed into steaming, nutritious vegetable soup. One full kettle is sufficient to provide a single meal for up to six normal appetites. No ingredients are required for the soup, nor is heat necessary. Any nonmagical, nonpoisonous liquid can be used in place of water. The *everbountiful soup kettle* can be used once per day.

Forge of Metal Protection

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: Special
Duration: 2d10 + 10 days
Area of Effect: Items heated
Saving Throw: None
XP Value: 10,000
Reference: *Tome*, p. 137



The first of these heavy (1,000 lb.) forges was created an unknown number of centuries ago. Because of the specific magical properties involved, it is believed that a wizard, assisted by a number of dwarves (all of whom were interested in planar research), constructed the device. Although the secret of the construction has since spread, the forge is an extremely rare magical item.

The forge is a furnace made up of enchanted rocks held together with a network of steel rods. When metal armor and weapons are placed within the furnace and heated to glowing red, the armor becomes immune to the effects of heat on the inner

planes. All metal items tempered in this manner suffer no ill effects from heat on any of the inner planes, but suffer the effects of heat normally on the Prime Material plane.

The effect of the magical protection lasts 12 to 30 days ($2d10 + 10$). Magical armor or weapons that are placed in the forge take on the protection from heat, but temporarily lose their other magical properties. Thus a *sword* +2 placed in the forge will not melt on the plane of Fire, but it ceases to function as a *sword* +2 until the enchantment wears off. A weapon with an ego retains its ego, but loses all of its other magical properties.

Glass of Preserved Words

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: N/A
Saving Throw: None
XP Value: 2,000
Reference: *Tome*, p. 138



This magical magnifying glass has a band of silver around the lens and an ivory handle. The glass has the ability to make illegible written words readable. Words that were carved into stone but worn away through time, inked letters blurred due to moisture, messages clouded by magic, and magical and normal writings all become clear when read through the glass.

The actual words remain illegible; they are not altered in any way. Only a character looking at them through the glass can read them clearly.

The glass does not protect the reader from any harmful effects as a result of a cursed scroll or trapped writings, nor does it make cryptically worded or coded messages understandable.

Hourglass of Fire and Ice

Type: Household Items,
Tools
Usable By: Wizards
Range: 0
Speed/Casting
Time: 3
Duration: 6 turns
Area of Effect: User
Saving Throw: None
XP Value: 2,000
Reference: *Tome*, pp. 138-39



This small, wooden-framed hourglass looks quite ordinary, but radiates invocation/evocation magic if detected for. Half these hourglasses contain red sand and half contain blue sand.

An hourglass containing red sand in the lower portion enables a spellcaster to cast fire-based spells with increased potency: +1 per die of damage. Further, victims suffer a -1 penalty to all saves against such spells, and even saving throws against illusions of fire are made at -1.

When the hourglass is tilted, the red sand flows slowly through the aperture, turning blue as it does so. The hourglass takes 6

turns to fill with blue sand. When the hourglass has filled with blue sand, all cold-based spells cast by the owner of the hourglass have +1 per die of damage. Victims also suffer a -1 penalty to saving throws against cold-based spells, including saves against illusions of cold.

The hourglass may be inverted to recreate the red sand, with a corresponding flip in the effects after 6 turns.

The hourglass may be inverted up to three times per day. However, with every inversion of the hourglass there is a 1% chance that it breaks, spilling its sands and losing its magic forever.

Lens of Speedreading

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: Special
Area of Effect: User
Saving Throw: None
XP Value: 500
Reference: *Tome*, p. 139



While looking through this lens, the user can read any book, document, or other written material at three times his normal speed with full comprehension. When used in conjunction with *read magic*, the *lens of speed reading* enables the user

to quickly scan scrolls and magical tomes to learn their contents, but it has no effect on the time required to cast or memorize spells. The lens will not decipher codes, improve illegible writing, or allow magic to be read without the proper spells.

Lorloveim's Obsidian Mortar and Pestle

Type: Household Items,
Tools
Usable By: Any (Wizards)
Range: 0
Speed/Casting
Time: 1d4 rounds
Duration: N/A
Area of Effect: Contents
Saving Throw: Special
XP Value: 500
Reference: *Tome*, p. 139



This magical tool allows the wielder to grind even the hardest materials into a fine powder. Rocks, metals, and even gemstones of all types may be ground to dust in as little as 1d4 rounds.

Magical items pounded beneath the pestle are allowed a saving throw vs. disintegration. If the save is successful, the en-

chanted item cannot be destroyed in this fashion. If the saving throw fails, the item is reduced to nonmagical powder.

The obsidian mortar is commonly used by wizards in the preparation of spell components and ingredients for magical items. Neither the mortar nor the pestle is effective without the other.

Mattock of the Titans

Type: Household Items,
Tools
Usable By: Warriors
Range: 0
Speed/Casting
Time: 6
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: 3,500
Reference: DMG, p. 174



This huge digging tool is 10' long and weighs over 100 pounds. Any giant-sized creature with a Strength of 20 or more can use it to loosen (or tumble) earth or earthen ramparts in a 100-cubic-foot area in one turn. It smashes rock in a

20-cubic-foot area in the same amount of time. If used as a weapon, it has a +3 bonus to attack rolls and inflicts 5d6 points of damage, exclusive of Strength bonuses (see *girdle of giant strength*).

Maul of the Titans

Type: Household Items,
Tools
Usable By: Warriors
Range: 0
Speed/Casting
Time: 6
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: 4,000
Reference: DMG, p. 174



This huge mallet is 8' long and weighs over 150 pounds. Any giant-sized creature with Strength of 21 or greater can employ it to drive piles of up to 2' diameter into normal earth at 4' per blow—two blows per round. The maul smashes to flinders an oaken door of up to

10' height \times 4' width \times 2" thickness in one blow—two if the door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 hit points of damage, exclusive of Strength bonuses.

Mirror of Life Trapping

Type: Household Items,
Tools
Usable By: Wizards
Range: 30'
Speed/Casting
Time: 1
Duration: Special
Area of Effect: N/A
Saving Throw: Negates
XP Value: 2,500
Reference: DMG, pp. 174-75



This crystal device is usually about 4' feet in area, framed in metal, wood, etc. It is usable only by wizards, although it can be affixed to a surface to operate alone by giving a command word. A mirror has from 13-18 nonspatial/extradimensional compartments within it. Any creature coming within 30' of the device and looking at its reflection must successfully save vs. spell or be trapped within the mirror, in one of the cells. A creature not aware of the nature of the device always sees its reflection, the probability dropping to 50% if the creature actively avoids doing so, and to 20% if the creature is aware that the mirror traps life.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but automatons and nonliving matter (including golems but excluding intelligent un-

dead) are not trapped. The possessor of the mirror can call the reflection of any creature that is trapped within to the surface of the mirror, and the powerless creature can be engaged in conversation. If mirror capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one.

If the mirror is broken, all victims are freed (usually to then attack the possessor of the device). Note that the possessor of a *mirror of life trapping* can speak a command word to free a trapped creature, but the creature's cell must be known. Example: "In the name of Zagig the Great, I command the occupant of the third cell to come forth!"

Mirror of Mental Prowess

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 5,000
Reference: DMG, p. 175



This magical mirror resembles an ordinary one, 5' x 2' in size. The possessor who knows the proper commands can cause it to perform as follows:

1. Read the thoughts of any creature reflected therein, even though these thoughts are in an unknown language.

2. Scry with it as if it were a *crystal ball* with *clairaudience*, even being able to view into other planes if the viewer is sufficiently familiar with them.

3. Use it as a portal to visit other places

(possibly other planes, as well, at the DM's option) by first scrying them and then stepping through to the place pictured—an invisible area remains on the "other side," and those using the portal can return if the correct spot can be found. (Note that creatures being scried can step through if the place is found by them!)

4. Once per week it answers one short question regarding a creature whose image is shown upon its surface.

Mirror of Opposition

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 1
Duration: Special
Area of Effect: Viewer
Saving Throw: None
XP Value: None
Reference: DMG, p. 175



This item appears to be a normal mirror. If a creature is reflected in its surface, an exact duplicate of the creature comes into being, and this opposite immediately attacks the creature reflected. Note that the duplicate has all items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and his items disappear completely.

Mirror of Retention

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: 24 hours
Area of Effect: 50'-square room
Saving Throw: None
XP Value: 1,200
Reference: *Tome*, p. 140



This appears to be an ordinary round silver mirror about 12" in diameter. When the *mirror of retention* is hung in a 50' x 50' or smaller room and the command word is spoken, the mirror records all events occurring in the room for 24 hours. During this time, the *mirror of retention* appears to be a normal mirror.

When the command word is spoken again, the mirror replays all the events it recorded. The events appear as a series of silent images in the surface of the mirror. By rotating the mirror clockwise, the images

can be accelerated, appearing as much as 10 times as fast as they occurred. Rotating the mirror counter-clockwise causes the images to appear in reverse. If the mirror is held parallel to the floor, the image freezes. Thus, by rotating the mirror and freezing the images, the user can scan for events, review previously viewed images, or freeze selected images for closer study.

When the command word is spoken a third time, the *mirror of retention* is cleared of all images and is ready to record new images for another 24 hours.

Mirror of Simple Order

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting Time: 2 rounds
Duration: Special
Area of Effect: Viewer
Saving Throw: None
XP Value: None
Reference: *Tome*, pp. 140-41



When a character steps in front of this mirror, he sees a strangely distorted image of himself. The reflection moves as he does, but the face reflected in the mirror is the image of an ordinary face. There are eyes, a mouth, and a nose, but all lack character. Although the figure moves as the character does, it is shorter or taller than he is, adjusted in whatever direction approaches the average height of the character's race. Any clothing worn by the character is altered as well. Bright colors are muted, appearing to be shades of gray. Any ornamental work on armor, weapons, or clothing are gone.

If the character stands in front of the mirror for more than two rounds, he is instantly *polymorphed* into the image in the mirror. The *polymorphed* character must succeed on a system shock roll to survive.

Like the *polymorph other* spell, there is a chance that the subject's personality and mentality change into that of the new form. In this case, each of his ability scores becomes 11, and his hit points become the average for his Hit Dice at his level. He retains his level and class, but is not as exceptional as he might have been. He is bland and boring. The character's alignment changes to lawful neutral, and he becomes interested in little else other than setting order to the world. He impassively seeks to wipe out chaos wherever he finds it.

All effects of the mirror can be removed through a *dispel magic* spell. Until the effects are removed, the character is unaware that any change has occurred.

Mordom's Cauldron of Air

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: Special
Duration: Special
Area of Effect: 10' radius
Saving Throw: None
XP Value: 3,000
Reference: *Tome*, p. 141



Mordom's cauldron of air is a round pot about 2' in diameter, weighing 60 pounds. There are two handles on either side of the pot and a compartment built like a small shelf under the cauldron. The compartment can be filled with wood or coal to heat the cauldron.

Although the device is heavy and bulky, the cauldron is valuable for characters planning an expedition to a place with little or no air. The cauldron functions as an air generator. To operate the device, the cauldron is filled with water and a fire is lit in the

compartment. When the water boils, vapor is released. The air from the vapor creates a bubble of breathable air 10' in radius centered on the cauldron.

The water must not be allowed to spill out of the cauldron and the fire must be kept burning. As long as these conditions are met, the cauldron provides air continuously.

The air produced is the same temperature as the surrounding environment. The device needs a minimum of one gallon of water per hour.

Murlynd's Spoon

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: Special
Area of Effect: 1 container
Saving Throw: None
XP Value: 750
Reference: *DMG*, p. 175



This unremarkable eating utensil is typically fashioned from horn. It radiates a dim aura of conjuration if magic is detected for. If the spoon is placed in an empty container—a bowl, cup, dish, etc.—the vessel fills with a thick, pasty gruel. Although the substance has a fla-

vor similar to warm, wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon produces sufficient gruel each day to feed up to four humans.

Pick of Earth Parting

Type: Household Items,
Tools
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: 10 rounds
Area of Effect: 10' × 10' × 60'
tunnel
Saving Throw: None
XP Value: 5,000
Reference: *Tome*, p. 142



This enchanted pick allows its wielder to cut through elemental earth quickly. The wielder of the pick must have a Strength score of 17 or better. The wielder can carve out a 10' × 10' × 60' tunnel per round. The pick's magical properties

create a smooth, clean surface regardless of the mining skill of the user. All rubble from the excavation magically disappears, leaving a clear passage.

The *pick* may be used for up to 10 rounds, at which time the user must rest for five rounds.

Philosopher's Egg

Type: Household Items,
Tools
Usable By: Wizards
Range: 0
Speed/Casting
Time: Special
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: 1,000
Reference: *Tome*, p. 142



This item is an enchanted retort: a long-necked piece of glassware in which substances are distilled. It is a highly prized addition to a wizard's laboratory, for it has two very important uses.

The first use of the *philosopher's egg* is in the creation of any magical or mundane fluid. The time required to create such

a fluid is cut in half through use of the *philosopher's egg*.

The *egg's* second use is as a required component for creating the substance that turns lead into gold—the legendary philosopher's stone. Thus, it is sometimes said by wizards that "the stone hatches from the egg."

Rope of Constriction

Type: Household Items,
Tools
Usable By: Any
Range: 10'
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: Special
Saving Throw: Negates
XP Value: None
Reference: DMG, pp. 178-79



This rope looks exactly like a *rope of climbing* or *entanglement*. As soon as it is commanded to perform some action, however, it lashes itself about the neck of the character holding it, and 1d4 others within 10'. Everyone caught by the rope is entitled to a saving throw vs. spell. Anyone failing the saving throw is strangled and crushed (2d6 hit points of damage), and the rope con-

tinues to constrict until a *dispel magic* is cast upon it.

Creatures entwined by the rope cannot cast spells or free themselves. An unentangled character can cast a *dispel magic* or try to cut through the rope—it is AC -2 and takes 22 points of damage to cut through; all hit points must be inflicted by the same creature (not the one entangled).

Rope of Climbing

Type: Household Items,
Tools
Usable By: Any
Range: 60'
Speed/Casting
Time: 3
Duration: N/A
Area of Effect: N/A
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 178



A 60'-long *rope of climbing* is no thicker than a slender wand and weighs no more than three pounds, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or any other direction at 10' per round and attaches itself securely wherever desired. It returns or unfastens itself in a similar

manner. A *rope of climbing* can also be commanded to knot itself. This causes large knots to appear at one-foot intervals along the rope. Knotting shortens the rope to 50' length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

Rug of Smothering

Type:	Household Items, Tools
Usable By:	Any
Range:	0
Speed/Casting Time:	1
Duration:	N/A
Area of Effect:	The rug
Saving Throw:	None
XP Value:	None
Reference:	DMG, p. 179



This finely woven carpet resembles a *carpet of flying* and detects as magical. The character seating himself upon it and giving a command is surprised, however, as the *rug of smothering* rolls itself tightly around him, suffocating him in 1d4 + 2

rounds. The rug cannot be physically prevented from wrapping itself, and it can be prevented from smothering its victim only by the casting of any one of the following spells: *animate object*, *hold plant*, *wish*.

Rug of Welcome

Type: Household Items,
Tools
Usable By: Wizards
Range: 0
Speed/Casting
Time: 3
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 6,500
Reference: DMG, p. 179



A rug of this type appears exactly the same as a *carpet of flying*, and it performs the functions of one (6' × 9' size), but a *rug of welcome* has other, additional powers. Upon command it functions as a *rug of smothering*, entrapping any creature, up to ogre-size, that steps upon it. A *rug of welcome* can also elongate itself and be-

come as hard and strong as steel, the maximum length being 27' × 2'. In this form, it can serve as a bridge, barricade, etc. In this latter form it is AC 0 and takes 100 points of damage to destroy. Finally, the possessor need only utter a word of command, and the rug shrinks to half size for easy storage and transportation.

Saw of Mighty Cutting

Type: Household Items,
Tools
Usable By: Warriors
Range: 0
Speed/Casting
Time: Special
Duration: 6 turns per use
Area of Effect: Special
Saving Throw: None
XP Value: 2,000
Reference: DMG, p. 179



This notched adamantite blade is 12' long and over 1' wide. It requires 18/00 or greater Strength to operate alone, or two people of 17 or greater Strength working in tandem. The blade slices through a 1'-diameter tree in

three rounds, a 2'-thick hardwood tree in one turn, or a 4'-thick trunk in three turns. After six turns (cumulative) of cutting with the saw, the character or characters must rest for six turns before doing any further work.

Skie's Locks and Bolts

Type:	Household Items, Tools
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	50' radius
Saving Throw:	None
XP Value:	1,000
Reference:	<i>Tome</i> , p. 144



This device looks like a small, ornate lock with a tiny silver key. When the key is turned clockwise, all doors, windows, and other portals within 50' of the item slam shut and become *wizard locked*. For purposes of opening them, the *wizard locks* are the equivalent of those cast

by a 12th level wizard. The effect lasts until the key is twisted counterclockwise or the device is transported more than 50' away.

Skie's locks and bolts are sometimes found in the homes of wealthy merchants and secretive wizards.

Spade of Colossal Excavation

Type: Household Items,
Tools
Usable By: Warriors
Range: 0
Speed/Casting
Time: N/A
Duration: 10 rounds per use
Area of Effect: Special
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 180



This digging tool is 8' long with a spadelike blade, 2' wide and 3' long. Any fighter with 18 Strength can use this magical shovel to dig great holes. One cubic yard of normal earth can be excavated in one round. After 10 rounds of digging, the user must rest for five rounds. Hard pan clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

Tapestry of Disease Warding

Type: Household Items,
Tools

Usable By: Any

Range: 0

Speed/Casting
Time: N/A

Duration: Special

Area of Effect: 10,000 square feet
maximum

Saving Throw: Special

XP Value: 2,000

Reference: *Tome*, p. 145



This is a 3'-square cotton tapestry bearing the image of a rainbow. When hung in a house or other building (10,000 square feet or less), it protects the occupants from nonmagical diseases. It has no effect on persons already suffering from diseases, but protects healthy characters from contracting contagious diseases ranging from common colds to deadly plagues. The tapestry offers no protection against any disease

caused by magic or of a magical nature.

The *tapestry of disease warding* is subject to rips, fire, and other damage that could be sustained by a normal tapestry, although it is allowed a saving throw. Its magic is permanent only as long as it remains intact. The tapestry may be moved to a new location, but has no effect outdoors.

Zwann's Watering Can

Type: Household Items,
Tools
Usable By: Priests
Range: 0
Speed/Casting
Time: 30 days
Duration: 1 year
Area of Effect: 25 square feet
Saving Throw: None
XP Value: 1,000
Reference: *Tome*, p. 148



Invented by the noted botanist Salerno Zwann, this otherwise ordinary watering can is activated when the user fills it with two gallons of water and lets it stand undisturbed for 30 days. At the end of that period, the user may sprinkle the water from *Zwann's watering can* over a patch of tilled soil no larger than a 25' square. Seeds subsequently planted in this treated soil grow normally, but are permanently immune to disease, drought (the plants never need to be

watered again), insects, bad weather (such as hailstorms and early frost), and all other forms of nonmagical trauma. The plants can be harvested normally by the planter.

Water from *Zwann's watering can* has no effect on already maturing plants. It cannot revive withered, diseased, or insect-infested plants.

The patch of soil retains its effectiveness for one year, after which time it must be watered again for the effect to be renewed.

Chime of Opening

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	1 round per closure
Duration:	N/A
Area of Effect:	Special
Saving Throw:	None
XP Value:	3,500
Reference:	DMG, pp. 163-64



A chime of opening is a hollow mithral tube about 1' long. When it is struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, etc. The *chime of opening* also destroys the magic of a *hold portal* spell or even a *wizard lock* spell cast by a wizard of less than 15th level.

The chime must be pointed at the area of the item or gate which is to be loosed or

opened. It is then struck, a clear chiming ring sounds (which may attract monsters), and in one round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. If a chest is chained, padlocked, locked, and *wizard locked*, it takes four soundings of the chime of opening to get it open. A *silence* spell negates the power of the device. The chime has $1d8 \times 10$ charges before it cracks and becomes useless.

Chime of Hunger

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	60' radius
Saving Throw:	Special
XP Value:	None
Reference:	DMG, p. 163



This device looks exactly like a *chime of opening*. In fact, it operates as a *chime of opening* for several uses before its curse is put into operation.

When the curse takes effect, at the DM's discretion, striking the chime causes all creatures within 60' to be immediately struck with ravenous hunger. Characters tear into their rations, ignoring everything else, even dropping everything they are holding in order to eat.

Creatures without food immediately available rush to where the *chime of hunger* sounded and attack any creatures there, in order to kill and eat them.

All creatures must eat for at least one round. After that, they are entitled to a saving throw vs. spell on each successive round until they succeed. At that point, hunger is satisfied.

Chime of Interruption

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	3 rounds
Area of Effect:	30' radius
Saving Throw:	Negates
XP Value:	2,000
Reference:	DMG, p. 163



This magical instrument can be struck once per turn. Its resonant tone lasts for three full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 30' radius of it unless the caster is able to make a saving throw vs. breath weapon.

After its effects fade, the chime must be rested for at least seven rounds. If it is struck again before this time elapses, no sound issues forth, and a full turn must elapse from that point in time before it can again be sounded.

Drums of Deafening

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	None
XP Value:	None
Reference:	<i>DMG</i> , p. 167



This item is actually a pair of kettle drums about 1 1/2' in diameter. These radiate magic, if so detected, but are otherwise unremarkable. If either is struck nothing happens, but if both are sounded together, all creatures within 70' are permanently deafened and remain so until a *heal* spell or similar cure is used to restore shattered eardrums. Furthermore, those within 10' of the drums are stunned by the noise for 2d4 rounds.

Drums of Panic

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Negates
XP Value:	6,500
Reference:	<i>DMG</i> , p. 167



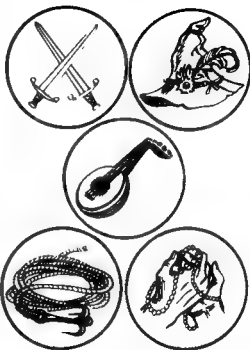
These kettle drums, hemispheres about 1 1/2' in diameter, come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120' (with the exception of those within a "safe zone" of 20' radius from the drums) must roll a successful saving throw vs. spell or turn and move directly away from the sound for one full turn.

Each turn thereafter, panicked creatures may attempt to

save vs. spell again. Each failure brings another turn of movement away from the *drums of panic*. Movement is at the fastest possible speed while fleeing in panic, and three rounds of rest are required for each turn of fast movement after the saving throw is made. Creatures with an Intelligence of 2 roll saving throws with -2 penalties, while those with 1 or less roll with -4 penalties.

Horn of Blasting

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	1,000
Reference:	DMG, pp. 171-72



This magical horn appears to be a normal trumpet, but it radiates magic if *adetect magic* spell is cast upon it. It can be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has the following effects, both of which happen at once.

1. A cone of sound, 120' long and 30' wide at the end, issues forth from the horn. All within this area must roll a successful saving throw vs. spell. Those saving are stunned for one round and deafened for two. Those failing the saving throw sustain 1d10 points of damage, are stunned for two rounds and deafened for four.

2. A wave of ultrasonic sound 1' wide and 100' long issues from the horn. This causes a weakening of such materials as metal, stone, and wood. The weakening is equal in

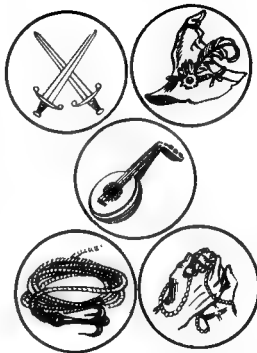
effect to the damage caused by a hit from a missile hurled by a large catapult. See "Siege Damage" (page 76 of the *DMG*) and suffer an additional -2 penalty to the die roll described there.

If a *horn of blasting* is used magically more than once per day, there is a 10% cumulative chance that it explodes and inflicts 5d10 points of damage upon the person sounding it.

There are no charges upon a horn, but the device is subject to stresses as noted above, and each time it is used to magical effect there is a 2% cumulative chance of the instrument self-destructing. In the latter case, no damage is inflicted on the character blowing it.

Horn of Bubbles

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	None
XP Value:	None
Reference:	DMG, p. 172



This cursed musical instrument radiates magic if detected for. It appears as a normal horn, or possibly any of the many magical ones. It sounds a note and calls forth a mass of bubbles that completely surrounds and blinds the individ-

ual who blew the horn for 2d10 rounds, but these bubbles appear only in the presence of a creature actively seeking to slay the character who played the horn, so their appearance might be delayed for a very short or extremely lengthy period.

Harp of Charming

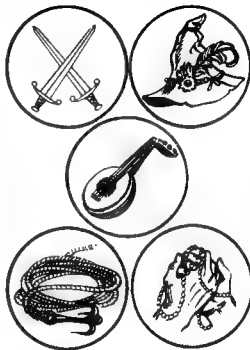
Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	N/A
Area of Effect:	Hearing range
Saving Throw:	Negates
XP Value:	5,000
Reference:	DMG, p. 170



This instrument appears identical to all other magical harps. When played by a person proficient in the instrument, the player is able to cast one *suggestion* spell for each turn of playing. (Optionally, the DM can require a successful proficiency check be made to cast the *suggestion*.) On a die roll of 20, the harpist has played so poorly as to enrage all those who hear.

Horn of Collapsing

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	N/A
Area of Effect:	20' × 20', or user
Saving Throw:	None
XP Value:	1,500
Reference:	DMG, p. 172



This horn appears to be a normal musical instrument, perhaps a bugle or warning horn of some sort. If it is sounded improperly (e.g., without first speaking the proper command word) or 10% of the time in any event, the following will result:

Out-of-doors: A torrent of fist-sized rocks strikes the individual sounding the horn, 2d6 in number, each causing 1d6 hit points of damage.

Indoors: The ceiling overhead collapses when the device is blown. The character suffers 2d12 points of damage.

Underground: The area immediately

above the character sounding the horn falls upon him. The damage is 5d4 points base, multiplied by one for each 10' of height which the material above drops (i.e., twice damage if a 20' ceiling, three times damage if a 30' ceiling, etc.).

Proper use of a *horn of collapsing* enables the character to sound it while it is pointed at the roof overhead from 30' to 60' beyond the user. The effect is to collapse a section of roof up to 20' wide and 20' long (10' radius from the central aiming point), which inflicts damage as noted above if indoors or underground only.

Harp of Discord

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	None
Reference:	<i>DMG</i> , p. 170



This harp appears normal in all respects. However, when played the harp emits painful and discordant tones 50% of the time. The remaining 50% of the time it acts as a *harp of charming* (saving throw vs. spell applies). When discordant, the music has the effect of automatically enraging all those

within 30'. Those enraged attack the musician 50% of the time or the nearest other target the remaining 50% of the time. The harpist is not affected by this frenzy unless he is being attacked. The frenzy lasts for $1d4 + 1$ rounds after the music stops.

Horn of Goodness (or Evil)

Type: Musical Instruments
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: 10 rounds
Area of Effect: 10' radius
Saving Throw: None
XP Value: 750
Reference: DMG, p. 172



This magical instrument adapts itself to the alignment of its possessor, so it produces either a good or an evil effect, depending on the alignment of its owner. If the possessor is absolutely neutral, the horn has no power whatsoever. If the owner is good, then blowing the horn has the effect of a *protection*

from evil spell in a 10' radius, and this protection lasts for 10 rounds. Each friendly/allied creature within this area is affected as if granted the spell. If the horn is of evil alignment, then the reverse of the noted spell occurs within the area of effect. The horn can be blown once per day.

Horn of Fog

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	None
XP Value:	400
Reference:	DMG, p. 172



This small, buglelike device allows its possessor to blow forth a thick cloud of heavy fog equal to that of a *fog cloud* spell. Each round spent blowing it creates a 10-cubic-foot fog cloud. The cloud lasts for 2d4 rounds after the last round of blowing the instrument. Note that, should it stop being

sounded for a round, a new *fog cloud* has begun, as the initial one has a life expectancy of but 2d4 more minutes, and it has drifted away from the individual sounding it. The device makes a deep, hornlike noise, the note dropping abruptly to a lower register at the end.

Horn of the Tritons

Type: Musical Instruments
Usable By: Warriors, priests
Range: 0
Speed/Casting Time: 3
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 2,000
Reference: DMG, p. 172



This device is a conch-shell horn which can be blown once per day (except by a triton, who can sound it three times daily). A *horn of the tritons* can do any one of the following functions when blown:

1. Calm rough waters in a 1-mile radius. (This has the effect of dispelling a water elemental or water weird).

2. Summon 5d4 hippocampi (on a d6 roll of 1 or 2), 5d6 giant sea horses (on a roll of 3-5), or 1d10 sea lions (on a roll of 6) if the character is in a body of water in which

such creatures dwell. The creatures summoned are friendly and will obey, to the best of their understanding, the character who sounded the horn.

3. Panic marine creatures with animal or lower Intelligence, causing them to flee unless each saves vs. spell. Those who do save must take a -5 penalty on their attack rolls for 3d6 turns (30-180 rounds).

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius.

Horn of Valhalla

Type: Musical Instruments
Usable By: Special
Range: 0
Speed/Casting Time: 3
Duration: 6 turns
Area of Effect: N/A
Saving Throw: None
XP Value: 1,000 (if used by a character of the appropriate class)
Reference: DMG, p. 172



There are four varieties of this magical device. Each appears to be a normal instrument until its command word is spoken. Then, each summons a number of berserkers from Valhalla to fight for the character who summoned them by blowing the horn. Each variety of horn can be blown just once every seven days. The type of horn, its powers, and who is able to employ it (and gain experience points for using it) are determined by rolling a d20: 1-8: *silver horn* that summons $2d4 + 2$ second level berserkers, usable by any class; 9-15: *brass horn* that summons $2d4 + 1$ third level berserkers, usable by priests, warriors, and rogues; 16-18: *bronze horn* that summons $2d4$ fourth level berserkers, usable by priests and warriors; 19-20: *iron horn* that summons $1d4 + 1$ fifth level berserkers, us-

able by warriors only.

Any character whose group is unable to employ a particular *horn of Valhalla* will be attacked by the berserk fighters summoned when the character blows the horn.

Summoned fighters are Armor Class 4, have 6 hit points per die, and are armed with sword and spear (50%), or battle-axe and spear (50%). They gladly attack anyone the possessor of the horn commands them to fight until they or their opponents are slain, or until six turns have elapsed, whichever occurs first.

Fully 50% of these horns are aligned and summon only fighters of the horn's alignment. A radical alignment difference causes the horn blower to be attacked by the fighters.

Horn of Valor

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	5,000
Reference:	<i>Tome</i> , p. 138



This golden horn is indistinguishable from any other magical horn until it is sounded. When sounded, each unit hearing it who is allied with or loyal to the character sounding the horn gains the following benefits: First, the unit gains a +2 bonus to its morale for 1d4 rounds. Second, any routed friendly unit who hears it immediately makes a rally check with a bonus of 2 to its morale (for that check only). (This check is made when the horn is sounded—during the magic phase—rather than in the rally phase. If this added check is failed, the unit is entitled to a second check in the rally phase, as normal.)

Enemy units who hear the horn suffer a -1 penalty to morale for 1d2 rounds.

Under normal conditions, the sound of the horn can be heard at a range of 24". Un-

usual conditions, such as a raging storm, can decrease this range, but the horn can *always* be heard at a range of 9" (unless the character blowing the horn is in an area of magical *silence*, of course).

The *horn of valor* can be sounded only once per round, and no more than three times in any 12-hour period. If blown a fourth time within this period, it becomes totally nonmagical for 1d6 days, and any effects remaining from earlier soundings immediately terminate. Effects from multiple soundings are not cumulative. (Instantaneous effects such as the automatic rally check for friendly units take place each time the horn is sounded.)

Lyre of Building

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	5,000
Reference:	DMG, pp. 173-74



The enchantments placed upon this instrument make it indistinguishable from a normal one. Even if its magic is detected, it cannot be told from an ordinary instrument until it is played. If the proper chords are struck, a single use of the lyre negates the effects of a *horn of blasting*, a *disintegrate* spell, or the effects of up to three rounds of attack from a ram or similar siege item. The lyre can be used in this way once per day.

The lyre is also useful with respect to actual building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in

but three turns of playing is equal to the work of 100 men laboring for three days.

A check must be made whenever the lyre is played. Under normal circumstances, a false chord is sounded on a roll of 1-3 on 1d20. (Characters with the musical instrument proficiency play a false chord only on a roll of 1.) If the player of the lyre is under physical or mental attack, the chance of a false chord increases to 1-10. (Proficient characters resolve a proficiency check by the standard rules under these circumstances.) If a false chord is struck, all effects of the lyre are 20% likely to be negated.

Pipes of Haunting

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	N/A
Area of Effect:	Hearing range
Saving Throw:	Negates
XP Value:	400
Reference:	DMG, p. 176



This magical item appears to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spellbinding tune. A listener thinks the source of the music is somewhere within 30' of the musician. Those hearing

the tune and not aware of the piper must make a saving throw vs. spell. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls.

Pipes of Pain

Type: Musical Instruments
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Special
Area of Effect: 30' radius
Saving Throw: Negates
XP Value: None
Reference: DMG, pp. 176-77



These appear to be like any other standard or magical set of pipes, with nothing to reveal their true nature. When played by a character proficient in music, the pipes create a wondrous melody, surpassing any sound ever heard. All within 30', including the piper, must save vs. spell or be enchanted by the sound. So long as the pipes are played, no one attacks or attempts any action if affected.

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise, causing 1d4 points of damage per round. This pain lasts for 2d4 rounds. Thereafter, the least noise causes the victim to wince, reducing the character's attack and saving throw rolls -2. The effect can be negated only by a *forget* or *remove curse* spell.

Pipes of the Sewers

Type: Musical Instruments
Usable By: Any
Range: 0
Speed/Casting Time: Special
Duration: Special
Area of Effect: 400' radius
Saving Throw: None
XP Value: 2,000
Reference: DMG, p. 177



These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract from 10-60 ($1d6 \times 10$) giant rats (80%) or 30-180 ($3d6 \times 10$) normal rats (20%) if either or both are within 400'. For each 50' distance the rats have to travel, there is a one-round delay. The piper must continue playing until the rats appear, and when they do so they are 95% likely to obey the piper so long as he continues to play. If for any reason the piper

ceases playing, the rats summoned leave immediately. If they are called again, it is 70% probable that they will come and obey, 30% likely that they will turn upon the piper.

If the rats are under control of a creature such as a vampire, the piper's chance of taking over control is 30% per round of piping. Once control is assumed, there is a 70% chance of maintaining it if the other creature is actively seeking to reassert its control.

Pipes of Sounding

Type:	Musical Instruments
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	N/A
Area of Effect:	Hearing range
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 177



When played by a character proficient in music, these pipes can be used to create a variety of sounds. To a listener the source of the sound seems to be anywhere within 60' of the piper. The possible sounds that can be created are: wind blowing, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking. (Note: The DM can rule that other similar sounds are possible.)

Air Spores

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting: 1 round
Time: 2d4 days
Duration: User
Area of Effect: None
Saving Throw: None
XP Value: 500
Reference: *Tome*, p. 132



Rumors indicate that the famed wizard Mordom created these odd, pollenlike spores. Only a few mages know how to make them today. *Air spores* that still exist are usually sequestered as specimens of study in the labs of powerful wizards.

When *air spores* are ingested by a creature, the spores work their way into the creature's lungs. There they grow, reproduce, and die. While living out their lives, they create oxygen

that the host body can use to breathe when deprived of oxygen from the environment. The spore colony can live for 2d4 days.

In a normal environment, the spores hinder the creature's normal respiration, causing all Constitution checks to be made with a -4 penalty. Fortunately, 12 hours of breathing in a normal environment for each day the spores were used will clear the lungs of the creature.

Apparatus of Kwalish

Type: Weird Stuff
Usable By: Any
Range: N/A
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: N/A
Saving Throw: None
XP Value: 8,000
Reference: *DMG*, p. 159



When found, this item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Inside are 10 levers:

- 1 Extend/retract legs and tail
- 2 Uncover/cover forward porthole
- 3 Uncover/cover side portholes
- 4 Extend/retract pincers and feelers
- 5 Snap pincers
- 6 Forward/left or right
- 7 Backward/left or right
- 8 Open "eyes" with *continual light* inside/
close "eyes"
- 9 Raise (levitate)/sink
- 10 Open/close hatch

The apparatus moves forward at a speed of 3, backward at 6. Two pincers extend forward four feet and snap for 2d6 points of damage each if they hit a creature—25% chance, no reduction for armor, but Dexterity reduction applies. The device can operate in water up to 900' deep. It can hold two man-sized characters and enough air to operate for 1d4 + 1 hours at maximum capacity. The apparatus is AC 0 and requires 100 points of damage to cause a leak, 200 to stave in a side. When the device is operating it looks something like a giant lobster.

Bell's Palette of Identity

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: Special
Area of Effect: User
Saving Throw: Special
XP Value: 1,000
Reference: *Tome*, p. 133



This offers protection against *polymorph* spells and other magical effects that change a person's physical appearance.

The item is an artist's palette covered with bright, mystical paints. To use the item, a person must paint a self-portrait. The painting does not need to be created with any expertise, but the painter must believe that the portrait is accurate.

While a character carries his self-portrait, the portrait suffers the effects of unsuccessful saving throws for him when any spell that physically affects the owner's form are cast on him. It also suffers the effects if a character steps in front of a *mirror of simple order*.

If a character's saving throw succeeds, the spell simply fails. If the save fails, the portrait is altered, reflecting the effect of the

spell, but the character is unharmed. Once the portrait suffers these effects, it no longer offers protection.

A person on the plane of Hades carrying a picture made from *Bell's palette of identity* is protected from the effects of fading on this plane. It is the picture that slowly fades to gray while the person retains all of his color. After two weeks in Hades, a character makes a saving throw against being trapped in Hades. If the saving throw is unsuccessful, the portrait becomes useless to the person who painted it. (There is a risk that some denizen of Hades will discover a baneful use for a discarded painting. Travelers are wise not to leave such personal effects behind.)

A single *Bell's palette of identity* can be used to paint 2-5 portraits.

Bowl Commanding Water Elementals

Type: Weird Stuff
Usable By: Wizards
Range: 0
Speed/Casting
Time: 1 round
Duration: Special
Area of Effect: N/A
Saving Throw: None
XP Value: 4,000
Reference: DMG, p. 162



This large container is usually fashioned from blue or green semiprecious stone (malachite or lapis lazuli, for example, or sometimes jade). It is about 1' diameter, half that deep, and is relatively fragile. When the bowl is filled with fresh or salt water, and certain words are spoken, a water ele-

mental of 12 Hit Dice appears. The summoning words require one round to speak.

Note that if salt water is used, the elemental is stronger (+2 per Hit Die, maximum 8 hp per die, however). Information about water elementals can be found in the *Monstrous Compendium*.

Bowl of Watery Death

Type:	Weird Stuff
Usable By:	Wizards
Range:	0
Speed/Casting	
Time:	1 round
Duration:	Special
Area of Effect:	User
Saving Throw:	Negates
XP Value:	None
Reference:	DMG, p. 162



This device looks exactly like a *bowl of commanding water elementals*, right down to the color, design, magical radiation, etc. However, when it is filled with water, the wizard must successfully save vs. spell or be shrunk to the size of a small ant and plunged into the center of the bowl, the saving throw suffers a -2 penalty.

The victim will drown in $1d6 + 2$ rounds unless magic is used to save him, for he cannot be physically removed from the *bowl of*

watery death except by magical means: *animal growth*, *enlarge*, or *wish* are the only spells that free the victim and restore normal size; a *potion of growth* poured into the water has the same effect; a *sweet water* potion grants the victim another saving throw (i.e., a chance that the curse magic of the bowl works only briefly). If the victim drowns, death is permanent, no resurrection is possible, and even a *wish* will not work.

Censer Controlling Air Elementals

Type: Weird Stuff
Usable By: Wizards
Range: 0
Speed/Casting
Time: 1 round
Duration: Special
Area of Effect: N/A
Saving Throw: None
XP Value: 4,000
Reference: DMG, p. 163

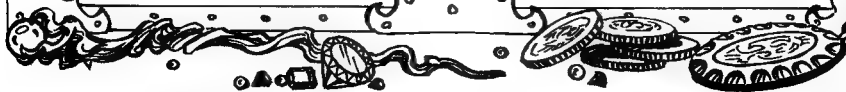


This 6"-wide, 1'-high perforated golden vessel resembles thuribles found in places of worship. If filled with incense and lit, a command word need only be spoken to summon forth a 12 Hit Dice air elemental on the following round. If *incense of meditation* is burned

within the censer, the air elemental has a +3 bonus to each of its Hit Dice, and it obeys the commands of its summoner. If the censer is extinguished, the elemental remains and turns on the summoner (see Elemental in the *Monstrous Compendium*).

Censer of Summoning Hostile Air Elementals

Type: Weird Stuff
Usable By: Wizards
Range: 0
Speed/Casting
Time: 3
Duration: Special
Area of Effect: N/A
Saving Throw: None
XP Value: None
Reference: *DMG*, p. 163



This thurible is indistinguishable from other magical and ordinary containers. It is cursed, so any incense burned within it causes 1d4 enraged airelementals to appear, one per round. These attack any and all creatures within sight. The censer cannot be extinguished, and it burns until either the summoner or the elementals have been killed.

Claw of Magic Stealing

Type: Weird Stuff
Usable By: Wizards
Range: 90 yards
Speed/Casting Time: 3
Duration: 2 rounds per level of user
Area of Effect: Opponent
Saving Throw: Negates
XP Value: 3,500
Reference: *Tome*, p. 134



This peculiar item is usually fashioned in the form of a miniature silver hand or claw. An attempt to identify it suggests that it is an item capable of casting the 2nd level wizard spell *spectral hand* three times per day. The claw can indeed do this, but this is only its secondary function.

The claw's real purpose is to steal spells from other spellcasters. If the victim of the *spectral hand* spell is a wizard, he must make a saving throw vs. spell. Failure to make this save means that a randomly selected spell is drained from his memory and

its energy is transferred to the claw's owner. The owner of the claw may then use this magical energy to "power" a memorized spell of his own, provided it is of the same or lower level. Such a spell may be cast without being lost from the mind of the wizard possessing the claw.

The *claw of magic stealing* does not store magical energy in any way; either the owner of the claw uses the energy to "power" a spell on the next round or the energy dissipates and is lost.

Contracts of Nepthas

Type:	Weird Stuff
Usable By:	Any
Range:	N/A
Speed/Casting	
Time:	Special
Duration:	Special
Area of Effect:	Special
Saving Throw:	None
XP Value:	1,000
Reference:	<i>Tome</i> , p. 135



These magical contracts are written in black ink on golden-brown vellum, and they are found in ivory tubes (1d6 per tube). They radiate magic if detected, but carry no overt signs of their special nature.

Anyone who signs a *contract of Nepthas* and breaks it is struck deaf, blind, and dumb. The effects of the punishment last until they are removed with a *remove curse*.

A stricken person suffers a -8 penalty to his attack rolls, and his opponents gain a +8 bonus to their attack rolls. He loses Dexterity bonuses and suffers -2 penalties to saving throws vs. spell, petrification/polymorph, and rod, staff, or wand.

A contract involves two parties agreeing on a set of conditions. The conditions are usually very specific, but if they are not, they might be perverted in the same way

that a *wish* spell might be misinterpreted. If adventurers sign a contract with a king, stating that they will slay a dragon in the Northern Hills, slaying any dragon will fulfill the contract, even if the king may have had another in mind. If the king agrees to pay the adventurers upon the completion of the task, the king had better have the money when the party returns.

Contracts signed by persons under the influence of *charm* and similar spells are null and void. A forged contract is also void. If a group of adventurers signs a contract and one of them dies, the survivors are still bound by the contract.

A deadline for both parties' responsibilities must be stated in the contract in order for it to be activated.

Crystal Ball

Type: Weird Stuff
Usable By: Wizards
Range: 0
Speed/Casting Time: 1 round
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 1,000
Reference: *DMG*, pp. 164-65



A wizard can use this 6" crystal sphere to see even into other planes. The user must know the subject to be viewed, from acquaintance, belongings, a likeness of the subject, or information. The DM should consult the table in the *DMG* (p. 164) to determine the chance of locating a subject.

The chance of locating also dictates how long and often the subject can be viewed. The DM should again consult the *DMG*.

Viewing beyond the ball's capacity forces the wizard to save vs. spell each round. A failed save permanently lowers the character's Intelligence by 1 point and drives him insane until *healed*.

Comprehend languages, *read magic*, *infravision*, and *tongues* may increase the efficiency of the reading. *Detect magic* and *detect evil/good* can be cast through the

item with a 5% chance of success per caster level. Certain *crystal balls* have additional powers, which function at 10th level—the DM should consult the *DMG* (p. 165).

Creatures with an Int of 12 or better have a chance of noticing that they being scried: Fighters—2%, paladins—6%, rangers—4%, bards—3%, thieves—6%, and spell-users—8%. Also, for each point of Int above 12, a creature has an ascending cumulative chance, beginning at 1% (i.e., 1% at Intelligence 13, 3% at 14, 6% at 15, 10% at 16, 15% at 17, 21% at 18 Int, etc.). Subjects also have a cumulative chance of 1% per level of experience or Hit Dice of detecting scrying. Treat monsters as the group as which they make saving throws.

A *dispel magic* causes a *crystal ball* to cease functioning for one day.

Crystal Hypnosis Ball

Type: Weird Stuff
Usable By: Wizards
Range: 0
Speed/Casting Time: 1 round
Duration: Special
Area of Effect: User
Saving Throw: None
XP Value: None
Reference: *DMG*, p. 165



This cursed item is indistinguishable from a normal *crystal ball*, and it radiates magic, but not evil, if detected for. Any wizard attempting to use it becomes hypnotized, and a telepathic *suggestion* is implanted in his mind.

The user of the device believes that the desired object was viewed, but actually he came partially under the influence of a powerful wizard, lich, or even some power/being

from another plane. Each further use brings the *crystal ballgazer* more under the influence of the creature, either as a servant or tool. The DM decides whether to make this a gradual or sudden affair according to the surroundings and circumstances peculiar to the finding of the *crystal hypnosis ball* and the character(s) locating it.

Crystal Parrot

Type:	Weird Stuff
Usable By:	Any
Range:	Special
Speed/Casting	
Time:	N/A
Duration:	30 days
Area of Effect:	180° arc, 50' radius
Saving Throw:	None
XP Value:	1,500
Reference:	<i>Tome</i> , pp. 135-36



This 12" -high crystal statue of a parrot is typically placed high on a bookcase, shelf, or a similar location that gives the parrot an unobstructed view of the area it is to oversee, detecting trespassers for 30 days. A soft red glow appears behind the parrot's eyes when its command word is given. A second command deactivates the item. Once deactivated, it cannot be activated again until 30 days have passed.

The item sees everything in a 180° arc in front of it, to a distance of 50'. Its vision can be obscured by normal or magical darkness, or by physical barriers.

The user must instruct the parrot as to what types of intruders it is to observe. The user may be specific or general.

When an intruder enters the parrot's field of vision, the user hears a telepathic report,

general in nature, seldom more than brief phrases ("Man with red coat enters" or "Two rats enter"). If the user was not specific as to what types of intruders to watch for, the *crystal parrot* reports only the number and type of intruders. The *crystal parrot* will not report the actions of intruders, merely their entrances and exits.

The telepathic reports can be transmitted over an unlimited distance, but not to other planes of existence. The telepathy is one-way; the user cannot communicate with the *crystal parrot*.

The *crystal parrot* has AC 3. It shatters and becomes permanently useless if it suffers 12 points of damage. The user is instantly aware of the parrot's destruction.

Cube of Force

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	3
Duration:	Special
Area of Effect:	10' cube
Saving Throw:	None
XP Value:	3,000
Reference:	<i>DMG</i> , p. 165



This device can be made of ivory, bone, or any hard mineral. It is about the size of a large die—perhaps $\frac{3}{4}$ " across—and enables its possessor to put up a *wall of force*, 10' per side, around his person. This cubic screen is impervious to the attack forms shown on the table below. The cube has 36 charges, and this energy is restored each day.

When the force screen is up, the following attacks cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of the cube: Catapult-like missiles—1; very hot normal missiles—2; *horn of blasting*—6; *delayed blast fireball*—3; *disintegrate*—6; *fireball*—3; *fire storm*—3; *flame strike*—3; *lightning bolt*—4; *meteor swarm*—8; *passwall*—3; *phase*

door—5; *prismatic spray*—7; *wall of fire*—2.

The holder presses one face of the cube to activate or deactivate the field:

Cube Face	Charge Cost		Effect
	Per Turn/ Movement Rate		
1	1/1		Keeps out gasses, wind, etc.
2	2/8		Keeps out nonliving matter
3	3/6		Keeps out living matter
4	4/4		Keeps out magic
5	6/3		Keeps out all things
6	0/Normal		Deactivates

Cube of Frost Resistance

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	10' cube
Saving Throw:	None
XP Value:	2,000
Reference:	DMG, p. 165



When this cube is activated, it encloses an area 10' per side, resembling a *cube of force*. The temperature within this area is always 65 degrees F. The field absorbs all cold-based attacks (i.e., *cone of cold*, *ice storm*, and even white dragon's breath). However, if the field is subjected to more than 50 points of cold damage in any turn (10 rounds), it collapses and cannot be renewed for one hour. If it receives over 100

points of damage in one turn, the cube is destroyed.

Cold below 0 degrees F. effectively inflicts 2 points of cold damage on the cube for every -10 degrees, so that the cube is at -2 when the temperature of the attack is at -1 to -10 degrees F., -4 at -11 to -20, etc. Thus, at -40 degrees F. the device can withstand only 42 points of damage.

Cubic Gate

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Special
Area of Effect: 5' radius
Saving Throw: None
XP Value: 5,000
Reference: DMG, p. 165



A small cubic device, this item is fashioned from carnelian. The six sides of the cube are each keyed to a plane, one of which will always be the Prime Material. The other five sides/planes can be determined by the DM in any manner he chooses.

If a side of the *cubic gate* is pressed once, it opens a nexus to the appropriate plane. There

is a 10% chance per turn that something will come through it looking for food, fun, or trouble.

If a side is pressed twice, the creature so doing, along with all creatures in a 5' radius will be drawn through the nexus to the other plane. It is impossible to open more than one nexus at a time.

Daern's Instant Fortress

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	1 round
Duration:	Special
Area of Effect:	N/A
Saving Throw:	None
XP Value:	7,000
Reference:	DMG, pp. 165-66



This metal cube is small, but when activated it grows to form a tower 20'square and 30' high, with arrow slits on all sides and a machicolated battlement atop it. The metal walls extend 10' into the ground. The fortress has a small door which opens only at the command of the owner of the fortress—even *knock* spells can't open the door.

The adamantite walls of *Daern's instant fortress* are unaffected by normal weapons other than catapults. The tower can absorb

200 points of damage before collapsing. Damage sustained is cumulative, and the fortress cannot be repaired (although a *wish* restores 10 points of damage sustained).

The fortress springs up in just one round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of damage.

Deck of Illusions

Type:	Weird Stuff
Usable By:	Any
Range:	30'
Speed/Casting	
Time:	3
Duration:	Special
Area of Effect:	N/A
Saving Throw:	None
XP Value:	1,500
Reference:	DMG, p. 166



This set of parchment cards is usually found in an ivory, leather, or wood box. When a card is drawn at random and thrown to the ground, an illusion with audible and visual components is formed. This lasts until dispelled. The illusion will not go more than 30' from where the card landed, but will otherwise move and act as if real.

When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled.

The cards in a particular deck may differ from these, and some cards may be missing. The illusions should be played as if they were real creatures.

Hearts

A: Red dragon

K: Fighter & 4 guards

Q: Female wizard

J: Druid

10: Cloud giant

9: Ettin

8: Bugbear

2: Goblin

Jokers (2): Illusion of the deck's owner

Diamonds

A: Beholder

K: Wizard & apprentice

Q: Night hag

J: Harpy

10: Fire giant

9: Ogre mage

8: Gnoll

2: Kobold

Spades

A: Lich

K: Cleric/2 under priests

Q: Medusa

J: Paladin

10: Frost giant

9: Troll

8: Hobgoblin

2: Goblin

Clubs

A: Iron Golem

K: Thief & 3 cohorts

Q: Pixies

J: Bard

10: Hill giant

9: Ogre

8: Orc

2: Kobold

Deck of Many Things

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	3
Duration:	Special
Area of Effect:	User
Saving Throw:	None
XP Value:	None
Reference:	DMG, pp. 166-67



This particular magical item is much too complicated to define within the confines of a single card. Moreover, most of the information provided in the entry should be limited strictly to the DM's eyes. Therefore, the knowledge of a character who finds a *deck of many things* should be limited to that which has been provided on this card.

A *deck of many things* (beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards, or plaques, made of ivory or vellum. Each is engraved with glyphs, characters, and magical sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person whodrew it, for better or worse.

The character with a *deck of many things* can announce that he is drawing only one card, or he can draw two, three, four, or more. However, the number must be announced prior to drawing the first card. If a jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck it is replaced (making it possible to draw the same card twice) unless the draw is a jester or fool, in which case the card is discarded from the pack. A *deck of many things* contains either 13 cards (75% chance) or 22 cards (25%).

Upon drawing the last card possible, or immediately upon drawing the Void or Donjon card, the deck disappears.

Dimensional Mine

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting Time:	N/A
Duration:	N/A
Area of Effect:	Special
Saving Throw:	None
XP Value:	None
Reference:	<i>Tome</i> , p. 136



This nasty device can take the form of any small item, but it most often appears as a small figure carved of jet or other black stone, similar to a *figurine of wondrous power*. As soon as the mine is taken into an extradimensional space, such as that created by a *rope trick*, *extradimensional pocket*, or a *bag of*

holding, it ruptures that space. Everything in the space, including the mine itself, is spewed into the Astral plane and is lost unless someone can retrieve it. If the extradimensional space was created by a magical item, such as a *bag of holding*, that item is destroyed.

Disintegration Chamber

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Instantaneous
Area of Effect: Special
Saving Throw: Negates
XP Value: None
Reference: *Tome*, p. 136



These frightful devices range in size from a 1' x 1' x 1' box to a 10' x 10' x 10' room. They are always made of iron, with interior walls covered with mirrored tiles. They are used to cause matter to vanish, per the 6th level *disintegrate* spell.

The material to be affected is limited only by the size of the chamber. Each use drains the device of one charge. The chambers generally have 81-100 charges (1d20 + 80) and may be recharged.

The material to be obliterated is placed inside the chamber, the door is closed, and the activation button is depressed. The interior of the chamber and its doomed contents then begin to glow with a sickly green light, and the material vanishes, leaving only fine dust. Creatures and objects that successfully save vs. spell are not affected, but must at-

tempt another saving throw every time the chamber is reactivated.

The size of any given chamber can be determined from the table below.

D6 Roll	Size
1	1' cube
2	2' x 2' x 3' box
3	3' x 3' x 6' box
4	3' x 5' x 6' box
5	5' x 5' x 10' box
6	10' x 10' x 10' box

In the larger sizes, these devices are most often installed permanently and cannot be carried away as part of treasure, unless arrangements are made to transport a small room or shack.

Elemental Compass

Type: Weird Stuff
Usable By: Any
Range: Special
Speed/Casting Time: 3
Duration: N/A
Area of Effect: N/A
Saving Throw: None
XP Value: 10,000
Reference: *Tome*, p. 136



This device aids travelers seeking the elemental planes of Fire, Air, Water, or Earth. The compass, a small urn carved of stone and containing hollow pockets, works only in the Ethereal plane, an inner plane, or the Prime Material plane.

To make the compass work, a representative sample of material from the plane sought must be placed in the urn and the lid sealed. Thus, to find the elemental plane of Fire, a small, burning fire must be placed in the urn. Once sealed, the fire burns until the lid is opened (just as water does not evaporate from the urn as long as the lid is sealed).

When used on an inner plane or the Ethe-

real plane, the urn glows yellow when the characters are heading in the direction of a portal of the elemental plane they seek. On an inner plane, the compass leads to the para- or quasi-elemental planar border that exists between planes. In the Ethereal plane, the urn leads to the Ethereal curtain of the desired plane. There are no range restrictions on the inner or Ethereal planes.

On the Prime Material plane, the compass glows when the characters are headed for elemental vortices of the correct element, provided the vortex is within range. The range on the Prime Material plane is 300 miles.

Eyes of Charming

Type:	Weird Stuff
Usable By:	Wizards
Range:	Sight
Speed/Casting	
Time:	1
Duration:	Special
Area of Effect:	Viewers of the owner
Saving Throw:	Negates
XP Value:	4,000
Reference:	DMG, p. 168



This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to *charm persons* merely by meeting their gaze. Those failing a saving throw vs. spell are *charmed* as per the spell. The user can look at and *charm* one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he wears only one of a pair of *eyes of charming*.

Eyes of Charming

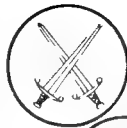
Type:	Weird Stuff
Usable By:	Wizards
Range:	Sight
Speed/Casting	
Time:	1
Duration:	Special
Area of Effect:	Viewers of the owner
Saving Throw:	Negates
XP Value:	4,000
Reference:	DMG, p. 168



This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to *charm persons* merely by meeting their gaze. Those failing a saving throw vs. spell are *charmed* as per the spell. The user can look at and *charm* one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he wears only one of a pair of *eyes of charming*.

Eyes of the Eagle

Type: Weird Stuff
Usable By: Any
Range: Special
Speed/Casting Time: 1
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: 3,500
Reference: DMG, p. 168



These items are made of special crystal and fit over the eyes of the wearer. They give vision 100 times greater than normal at distances of 1' or more (i.e., the wearer can see at 2,000' what a person could normally see at 20'). Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, for one round. Thereafter, one eye must always be covered to avoid this sensation of vertigo.

Eyes of Minute Seeing

Type: Weird Stuff
Usable By: Any
Range: 1' or less
Speed/Casting Time: 1
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 2,000
Reference: DMG, p. 168



In appearance, *eyes of minute seeing* are much like other magical lenses, but they enable the wearer to see 100 times better at distances of 1' or less. Thus, tiny seams, minute marks, even the impression left from writing can be seen. Secret compartments and hidden

joints can be noted and the information acted upon. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, for one round. Thereafter, one eye must always be covered to avoid this sensation of vertigo.

Eyes of Petrification

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: 1
Duration: Permanent
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: DMG, p. 168



Totally indistinguishable from any other magical lenses, the effect of donning *eyes of petrification* is dramatic: the wearer is instantly turned to stone. Note that 25% of these devices work as the gaze of a basilisk does, including reflection of the eyes turning the gazer to stone.

Figurine of Wondrous Power—Ebony Fly

Type: Weird Stuff
Usable By: Any
Range: N/A
Speed/Casting Time: 3
Duration: 12 hours, 3 times per week
Area of Effect: The figurine
Saving Throw: None
XP Value: 400
Reference: DMG, pp. 168–69



A *figurine of wondrous power* appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted otherwise) that obeys and serves its owner.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time.

Ebony Fly: At a word, this small, carved fly comes to life and grows to the size of a pony. The *ebony fly* is Armor Class 4, has 4 + 4 Hit Dice, and maneuverability class C. It flies at a movement rate of 48 without a rider, 36 carrying up to 210 pounds weight, and 24 carrying from 211 to 350 pounds weight. The item can be used a maximum of three times per week, 12 hours per day. When 12 hours have passed or when the command word is spoken, the *ebony fly* once again becomes a tiny statuette.

Figurine of Wondrous Power—Golden Lions

Type: Weird Stuff
Usable By: Any
Range: N/A
Speed/Casting Time: 3
Duration: Once per day
Area of Effect: The figurine
Saving Throw: None
XP Value: 500 per lion
Reference: DMG, pp. 168–69



A *figurine of wondrous power* appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted otherwise) that obeys and serves its owner.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine

simply reverts to a statuette and can be used again at a later time.

Golden Lions: These come in pairs. They become normal adult male lions (Armor Class 5/6, 5 + 2 Hit Dice, and normal attack modes). If slain in combat, the lions cannot be brought back from statuette form for one full week; otherwise, they can be used once every day. They enlarge and shrink upon speaking the command word.

Figurine of Wondrous Power— Ivory Goats

Type:	Weird Stuff
Usable By:	Any
Range:	N/A
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	The figurine
Saving Throw:	Special
XP Value:	100 per Hit Die
Reference:	DMG, pp. 168-69



These are goats an inch or so high. If tossed down and a command is spoken, they become alive. Destroyed as statuettes, they are ruined. Slain as animals, they revert to statuettes, usable at a later time.

Ivory Goats come in threes, which look slightly different from each other, and each has a different function. These are:

The Goat of Traveling—This provides a mount of AC 6, 24 hp, with two attacks (horns) for 1d8 each (4-HD monster). Its movement is 48 bearing 280 lbs. or less, reduced by 1 for every additional 14 lbs. The goat can travel a maximum of one day each week in any 24-hour combination. Then it returns to its small form for at least one day before it can again be used.

The Goat of Travail—This becomes a creature larger than a bull, with sharp

hooves ($2d4 + 2/2d4 + 2$), a bite ($2d4$), and a pair of horns ($2d6/2d6$). In charging attacks it may only use its horns, but +6 damage is added. It is AC 0, 96 hp (16 HD). It can be used once per month, up to 12 hours at a time. Its movement is 24.

The Goat of Terror—This becomes a destrier-like mount, movement 36, AC 2, 48 hp, and no attacks. The rider can employ the goat's horns as weapons (one horn as a spear +3 (lance), the other as a sword +6). When ridden vs. an opponent, it radiates terror in a 30' radius, and any opponent in this radius must successfully save vs. spell or lose 50% of Strength and suffer at least a -3 penalty to attack rolls. It can be used once every two weeks.

After three uses, each of the goats loses its magical abilities forever.

Figurine of Wondrous Power— Marble Elephant

Type: Weird Stuff
Usable By: Any
Range: N/A
Speed/Casting Time: 3
Duration: 24 hours, 4 times
per month
Area of Effect: The figurine
Saving Throw: None
XP Value: 100 per Hit Die
Reference: DMG, pp. 168-69



A *figurine of wondrous power* appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted otherwise) that obeys and serves its owner.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows

to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, mount, or combatant. The type of *marble elephant* obtained is determined by rolling percentile dice and consulting the table.

D100 Roll	Elephant Type
01-90	Normal elephant
91-00	Prehistoric elephant

Details of each type of creature are found in the *Monstrous Compendium*. The statuette can be used a maximum of 24 hours at a time, four times per month.

Figurine of Wondrous Power—Obsidian Steed

Type:	Weird Stuff
Usable By:	Any
Range:	N/A
Speed/Casting Time:	3
Duration:	24 hours, once per week
Area of Effect:	The figurine
Saving Throw:	None
XP Value:	300
Reference:	DMG, pp. 168-69



A *figurine of wondrous power* appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted otherwise) that obeys and serves its owner.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time.

Obsidian Steed: An obsidian steed appears to be a small, nearly shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped, and of course, if magic is detected for, the figurine radiates magic. Upon

speaking the command word, the near formless piece of obsidian becomes a fantastic mount. Treat it as a heavy war horse (AC 7, 3 + 3 HD) with the following additional powers: *fly* (at normal movement speed), *go ethereal*, *go astral*. It allows itself to be ridden, but if the rider is of good alignment, it is 10% likely per use to carry its "master" to the floor of Hades' first layer and then return to its statuette form. The statuette can be used for a 24-hour period maximum, once per week. Note that when the obsidian steed becomes astral or ethereal, its rider and gear follow suit. Thus, travel to other planes can be accomplished by means of this item.

Figurine of Wondrous Power—Onyx Dog

Type: Weird Stuff
Usable By: Any
Range: N/A
Speed/Casting Time: 3
Duration: 6 hours, once per week
Area of Effect: The figurine
Saving Throw: None
XP Value: 100
Reference: *DMG*, pp. 168–69



A *figurine of wondrous power* appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted otherwise) that obeys and serves its owner.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a war dog (AC 7, 1 + 1 HD), except that it is endowed with Intelligence of 8-10, can communicate in the Common tongue, and has exceptional olfactory and

visual abilities. The olfactory power enables the *onyx dog* to scent the trail of a known creature 100% of the time if the trail is one hour old or less, -10% per hour thereafter. The dog is subject to being thrown off by false trails, breaks, water, and masking or blocking substances or scents. The visual power enables the *onyx dog* to use 90'-range infravision, spotting hidden (such as in shadows) things 80% of the time, normally invisible things 65% of the time, and noting astral, ethereal, and out-of-phase things 50% of the time. For details, see "Dog, War" in the *Monstrous Compendium*. An *onyx dog* can be used for upto six continuous hours, once per week. It obeys only its owner.

Figurine of Wondrous Power— Serpentine Owl

Type:	Weird Stuff
Usable By:	Any
Range:	N/A
Speed/Casting	
Time:	3
Duration:	8 hours
Area of Effect:	The figurine
Saving Throw:	None
XP Value:	100 per Hit Die
Reference:	DMG, pp. 168-69



This appears to be a tiny statuette of an owl. When the figurine is tossed down and a command spoken, it becomes a living animal of normal size (except when noted otherwise) that obeys and serves its owner.

If the item is destroyed in its statuette form, it is forever ruined. If slain in animal form, it simply reverts to a statuette and can be used again at a later time.

Serpentine Owl: A *serpentine owl* becomes a normal-sized horned owl (AC 7; move 24; 2d2 hit points; 1d2/1d2 points of damage when attacking) or it can become a giant owl if its owner so requires. The maximum duration of the transformation is eight hours in either case. (However, after three transformations into giant owl form, the statuette loses all of its magical properties.) The normal-sized form of the magical statu-

ette moves with 95% silence, has infravision to 90', can see in normal, above-ground darkness as if it were full light, and twice as well as a human. Its hearing is so keen it can detect a mouse moving up to 60' away. Anyone or anything trying to move silently has his (or its) chances reduced 50% against the *serpentine owl* in smaller form. Also, the owl can and will communicate with its owner by telepathic means, informing him of all it sees and hears within the limitations of its intelligence. If commanded to giant-size, a *serpentine owl* is in all respects the same as a giant owl. For information see "Owl, Giant," in the *Monstrous Compendium*. As with most other *figurines of wondrous power*, this one readily obeys all commands of its owner.

Folding Boat

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: 1 round
Duration: Special
Area of Effect: N/A
Saving Throw: None
XP Value: 10,000
Reference: DMG, p. 160



A folding boat is always discovered as a small wooden box—about 1' long, 1/2' wide, and 1/2' deep. It, of course, radiates magic if subjected to magical detection. The box can be used to store items like any other. If a command word is given, however, the box unfolds itself to form a boat of 10' length, 4' width, and 2' depth. A second (different) command word causes it to unfold to a 24' long, 8' wide, and 6' deep ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat is decked, has single rowing seats, five sets of oars, a steer-

ing oar, an anchor, a deck cabin, a mast, and a square sail. The first can hold three or four people comfortably, the second carries fifteen with ease.

A third word of command causes the boat to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere—perhaps on an item within the box. The words might have been lost, making the boat useless (except as a small box) until the finder discovers the words himself (via *legend lore*, consulting a sage, physical search of a dungeon, etc.).

Globe of Purification

Type:	Weird Stuff
Usable By:	Priests
Range:	30'
Speed/Casting	
Time:	3
Duration:	12 rounds
Area of Effect:	20' cube
Saving Throw:	None
XP Value:	500
Reference:	<i>Tome</i> , p. 138



These enchanted glass spheres, 6" in diameter, contain the swirling blue-gray essence of a *cloud of purification* spell. When a globe is broken, a cloud billows forth, acting exactly as if the spell had been cast by a 12th level priest. (See the *DMG*,

pp. 62-63, for details concerning grenadelike missiles.) These devices are often given to a city's sanitation crews, who descend upon the streets and sewers during the wee hours of the morning.

Globe of Serenity

Type: Weird Stuff
Usable By: Priests
Range: 0
Speed/Casting Time: N/A
Duration: Permanent
Area of Effect: 50' radius
Saving Throw: Negates
XP Value: 500
Reference: *Tome*, p. 138



These glass orbs look very much like crystal balls. However, a *globe of serenity* emits a continuous, inaudible tone that affects all living creatures within 50' who fail a saving throw vs. spell. While in the area of effect, affected creatures feel the utmost serenity and self-control. Strong emotions such as joy, love, and hatred are totally subdued.

Creatures affected by the globe gain a +3 saving throw bonus to resist spells and special attacks that affect emotions (such as *charm*, *fear*, or *emotion*). At the same time, they suffer a -2 to all Intelligence checks, the spark of insight also being repressed.

The globe also affects morale, raising the

spirits of some while quelling the fires of fanaticism in others. All affected creatures have morale of 10, regardless of their training or skill. If a morale check is called for and failed, the affected creature does not rout or flee, but stays in place, taking no action until rallied.

Globes of serenity are best suited for lawful communities where open displays of emotion are frowned upon. Although crime and violence would be greatly reduced in these communities, citizens would also lack a sense of spirit. The people would go about their daily routines like emotionless automata.

Horseshoes of Speed

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	Permanent
Area of Effect:	1 horse
Saving Throw:	None
XP Value:	2,000
Reference:	DMG, p. 172



These iron shoes come in sets of four, like ordinary horse-shoes, but they are magical and will not wear out. When affixed to a horse's hooves, they double the animal's speed. There is a 1% chance per 20 miles traveled that a shoe will drop off, and if this passes unnoticed, the horse's speed drops to 150% normal rate. If two or more are lost, speed returns to normal.

Horseshoes of a Zephyr

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	1 horse
Saving Throw:	None
XP Value:	1,500
Reference:	DMG, p. 172



These iron shoes can be affixed like normal horseshoes, but they allow a horse to travel without actually touching the ground. Among other things, this means water can be crossed—passed over without effort—and movement is possi-

ble without leaving tracks on any sort of ground. The horse is able to move at normal speeds, and it does not tire for as long as 23 hours' continuous riding per day when wearing these magical horseshoes.

Iron Bands of Bilarro

Type:	Weird Stuff
Usable By:	Any
Range:	10/20/30 yards
Speed/Casting	
Time:	3
Duration:	Special
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	750
Reference:	<i>DMG</i> , p. 173



When initially discovered, this very potent item appears to be a rusty iron sphere. Close examination reveals that there are bands on the 3"-diameter globe. Magic detection reveals strong magic of an indeterminate nature.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature if a successful, unad-

justed attack roll is made. A single creature of up to frost/fire giant-size can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. Any creature captured in the bands, however, gets the chance to break (and ruin) the bands by successfully *bending bars*. Only one attempt is possible before the bands are so set as to be inescapable.

Law's Banner

Type: Weird Stuff
Usable By: Warriors
Range: 0
Speed/Casting Time: N/A
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 5,000
Reference: *Tome*, p. 139



This blazing red standard has the magical ability to raise the morale of troops when held at the front of a lawful army. The banner inspires any soldier in the army who is within a quarter-mile of the banner and can see the flag. Troops inspired in this manner receive a +2 modifier to their base morale as per BATTLESYSTEM™ rules. In order for an army to be considered lawful, at least 90% of the troops must be of lawful alignment and no more than 1% can be chaotic.

If the banner falls, the effects are lost immediately. If the banner is raised within 1 turn, the effect returns. If the banner is not raised within 1 turn, the inspired troops become filled with dread, feeling that the battle has clearly gone against their cause. The same troops now suffer a -2 morale penalty for the duration of the battle. The standard may be raised any number of times, but will improve or impair morale only once per day.

Lens of Detection

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	User
Saving Throw:	None
XP Value:	250
Reference:	DMG, p. 173



This circular prism enables its user to detect minute things at 50% of the ability of *eyes of minute seeing* (50 times better at distances of 1' or less), but it also enables the possessor to look through the lens and track as a 5th level ranger does. The *lens of detection* is about 6" in diameter. It must be set in a frame with a handle in order to be properly used.

Liquid Road

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Permanent
Area of Effect: 5' × 5' surface
Saving Throw: None
XP Value: 500
Reference: *Tome*, p. 139



When sprinkled on water, swampland, quicksand, or a similar surface, *liquid road* causes the terrain to harden to the density of granite, enabling easy passage. *Liquid road* is also effective in negating the effects of spells such as *transmute rock to mud*. The *liquid road* can harden a 5' \times 5' surface (for example, a path 25' long and 1' wide).

Mist Tent

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting: 1 round
Time: Special
Duration: 10' × 12' area
Area of Effect: None
Saving Throw: 2,000
XP Value: None
Reference: *Tome*, p. 141



A *mist tent* is held in a small glass flask. Removing the stopper allows mist to pour forth. In one round, the mist shapes into a 10' × 12' tent with a single, open flap. The stopper must be replaced as soon as the tent takes shape or the tent dissipates.

The tent has the density of a cloud. When one or more characters enter it, the flap can be closed. Inside, the walls and ceiling appear as opaque white mist, the floor transparent, but the tent has the density of canvas once the flap is closed. When closed, the following effects occur:

- The tent and occupants are invisible to creatures outside. A *detect invisibility* spell cast outside the tent reveals the *mist tent*.
- The *mist tent* rises 10' off the ground and hovers in place as long as the flap remains closed. The transparent floor allows occu-

pants to see the surrounding area, and it can support 1,000 lbs. without rupturing.

If the flap is opened, the tent becomes visible. Also, it slowly descends, landing gently. If the stopper is removed from the flask, the tent returns to it; if the bottle is not stoppered immediately, the mist pours out to form the *mist tent* again.

The *mist tent* is unharmed by all types of fire, but does not so protect its occupants. It is susceptible to other forms of damage. It provides the same protection as a normal canvas tent. The *mist tent* has AC 10. If it takes 10 points of damage, it is permanently negated, and all occupants may plummet to the ground. If it sustains less than 10 points of damage, it can be returned to its flask, then re-released, and all damage is repaired.

Mouse Cart

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	1 round
Duration:	Special
Area of Effect:	1 mouse
Saving Throw:	None
XP Value:	3,500
Reference:	<i>Tome</i> , p. 141



A *mouse cart* resembles a miniature wooden cart with two wooden wheels and a tiny leather harness. When a normal mouse is secured in the harness, the cart expands to the size of a normal cart (roughly 5 square feet). The mouseretains its normal size, but becomes enchanted, acquiring the ability to pull the cart plus 250 pounds of cargo at a movement rate of 12.

As long as the mouse remains in the harness, it is compelled to

obey all oral commands from the person who put him in the harness. The mouse will run forward, stop, turn, and obey all similar commands; it will not attack or take any action that a mouse is normally incapable of performing. No other creature attached to the *mouse cart* will activate the device's magical properties. A character or other creature *polymorphed* or otherwise transformed into a mouse can activate the cart's magic.

Portable Canoe

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting Time:	Special
Duration:	Special
Area of Effect:	N/A
Saving Throw:	None
XP Value:	2,000
Reference:	<i>Tome</i> , p. 142



This ordinary, canvas-covered canoe is capable of comfortably holding two passengers. The canoe includes two wooden paddles. The *portable canoe* can be folded into a 6"-square packet, about an inch thick, weighing just under

a pound. With the exception of the paddles, the *portable canoe* must be emptied of all other objects before it can be folded. Folding the canoe requires five rounds; unfolding requires two rounds.

Prism of Light Splitting

Type: Weird Stuff
Usable By: Wizards
Range: Approximately 1'
Speed/Casting Time: 1 day
Duration: Permanent
Area of Effect: 1 potion, powder, or aromatic oil per use
Saving Throw: Special
XP Value: 1,500
Reference: *Tome*, p. 142



This useful device refracts light into the three primary colors of light—red, blue, and green. The user can choose the color of light that is emitted by the prism.

When creating a magical fluid or powder, the wizard casts the *enchant anitem* spell. Following this, the wizard may use the *prism of light splitting* to shine a blue, red, or green beam of light on the mixture. The light must shine on the substance for one full day. At the end of this time, the material gains an additional magical property, depending upon the color of the beam employed:

Red: The potion, powder, or aromatic oil is stronger than normal; targets of its effects suffer a -2 saving throw penalty.

Blue: The duration of the magical potion, powder, or fragrance's effect is doubled.

Green: The amount of liquid or powder is doubled; the wizard now has enough for two potions, powders, or aromatic oils.

Quaal's Feather Token

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 1,000
Reference: DMG, p. 177



Feather tokens are small magical devices of various forms to suit special needs. The types of tokens are listed below. Other token-types can be created as desired. Each token is usable once. To determine the type of *feather token* discovered, roll 1d20: 1-4: Anchor; 5-7: Bird; 8-10: Fan; 11-13: Swan boat; 14-18: Tree; 19-20: Whip.

Anchor: Useful to moor a craft in water, rendering it immobile up to one full day.

Bird: Can be used to drive off hostile avian creatures or as transportation equal to the largest-sized roc (one-day duration).

Fan: Forms a huge flapping fan that can cause a strong breeze in an area large enough to propel one ship. This wind is not cumulative with existing wind speeds. It can, however, be used against it to create an area of relative calm or lesser winds (though

this will not affect wave size in a storm, of course). The fan can be used up to eight hours a day. It will not function on land.

Swan boat: Forms a huge swan-like boat capable of swimming at a rate of 24 and carrying eight horses and gear or 32 men or any equivalent combination (one-day duration).

Tree: Causes a great oak to spring into being (6'-diameter trunk, 60' height, 40' top diameter).

Whip: Causes a huge leather whip to appear and be wielded against any opponent desired (+1 weapon, 9th level fighter's attack roll, 1d6 + 1 points damage plus a saving throw vs. spell or be bound fast for 1d6 + 1 rounds) for up to six turns. (See *sword of dancing*, p. 185 of the *DMG*).

Quill of Law

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	Special
Duration:	Special
Area of Effect:	Readers
Saving Throw:	Special
XP Value:	7,000
Reference:	<i>Tome</i> , p. 143



This magical pen is used by despots and good rulers, alike, to ensure that their laws and proclamations are obeyed. Anyone reading a posted proclamation or law that was written with the pen must obey the law, regardless of whether it is a good law.

This effect applies only to persons who actually see the written message. If a person knows about the law but has not read a notice written with the quill, he still has the option to obey or break the law. Once he has read it, however, he must obey it.

The magical effect is limited in that only the three most recent laws written with the quill maintain this power. Laws written prior to the most recent three can still be the law, but citizens are not magically compelled to obey them.

Creatures with 15 or greater Intelligence and 12 or more Hit Dice or levels are entitled to a saving throw vs. spell when viewing the proclamation. If the saving throw is successful, the effect is negated and the person is left to his own moral decisions.

Quiver of Ehlonna

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: The quiver
Saving Throw: None
XP Value: 1,500
Reference: DMG, p. 177



This appears to be a typical arrow container capable of holding about 20 arrows. It has an aura of alteration if magic is detected for, and examination shows that it has three distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as long bow arrows. The second, slightly longer, compartment holds up to 18 objects

of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow—spears or staves, for example. Such a quiver is always found empty, but once the owner has filled it, he can command the quiver to produce any stored items he wishes each round.

Saddle of Flying

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting: 1 round
Time: 1 hour per day
Duration: 1 mount
Area of Effect: None
Saving Throw: None
XP Value: 4,000
Reference: *Tome*, pp. 143-44



This saddle resembles a normal leather saddle with a small, silver buckle near the pommel. When the saddle is secured to a horse or any other nonmagical mount and the silver buckle is fastened, the mount sprouts wings and acquires the ability to fly at its normal movement rate (Maneuverability Class D). The flying mount can carry its

normal encumbrance.

The *saddle of flying* functions for only one hour per day. When the silver buckle is unfastened or the duration expires, the wings disappear and all flying ability is immediately lost, regardless of whether the mount is airborne or on the ground.

Sheet of Smallness

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	2 rounds
Duration:	Special
Area of Effect:	1 magical item
Saving Throw:	None
XP Value:	1,500
Reference:	DMG, p. 179



A magical item of this sort appears to be nothing more than a well-made piece of material—possibly some sort of covering or sheet woven of very fine linen or silk. One side has a larger pattern than the other, or perhaps one side is white, the other black. In any event, there is an aura of alteration detectable from this cloth if magic is checked for.

This item causes any magical item wrapped within it to shrink to 1/12 its normal size and

weight. If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it grows back to its normal size and weight. Note that this item has no effect on artifacts, relics, or living material—it affects only nonliving, ordinary magical items. No item shrunk in this fashion is functional or usable while in reduced form. Change in size requires two rounds to accomplish, either in shrinking or restoring to normal size.

Sphere of Annihilation

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: 4,000
Reference: DMG, p. 180



This is a 2'-diameter void that instantly and utterly destroys any matter that comes in contact with it—even *wishes* and similar magicks cannot help!

A *sphere* can mentally be caused to move. The range is 40' initially, 10'/level once control is established. Base move rate is 10'/round, modified as shown below.

Control is based on Int and level. For every point of Int above 12, the wizard adds 1%; for every point over 15, he adds 3%. The wizard's level, the *sphere's* move/round, and the wizard's probability of control/round are: Up to 5th, 8', 15%; 6th-7th, 9', 20%; 8th-9th, 10', 30%; 10th-11th, 11', 40%; 12th-13th, 12', 50%; 14th-15th, 13', 60%; 16th-17th, 14', 70%; 18th-20th, 15', 75%; 21st & above, 16', 80%.

Any attempt to control the *sphere* causes

it to move, but if control is not established, it slides toward the wizard for 1d4 rounds and as long as he is within 30' thereafter.

If multiple wizards vie for control, the one with the highest chance is checked first, then the next highest, etc. The chance is reduced 5% per person, cumulative, when multiple wizards concentrate on the *sphere*, even if cooperating. If none are successful, it slips toward the strongest. Control is checked each round.

Should a *gate* spell be cast upon it, there is a 50% chance the spell will destroy it, 35% that the spell will do nothing, and 15% that everything in a 180' radius will be sent into another plane or universe.

If a *rod of cancellation* touches a *sphere*, an explosion inflicts 3d4 × 10 damage to everything within a 60' radius.

Stone Horse

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Special
Area of Effect: N/A
Saving Throw: Special
XP Value: 2,000
Reference: *DMG*, p. 180



Each item of this nature appears to be full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steel to life, enabling it to carry a burden and even to attack as if it were a warhorse. There are two sorts of steeds:

Courser: This *stone horse* travels at the same movement rate as a light horse (movement rate 24) and attacks as if it were a medium warhorse (three attacks for 1d6/1d6/1d3). It is Armor Class 3 and has 18 hit points. It saves vs. all applicable attack forms as if it were "Metal, hard."

Destrier: This *stone horse* travels at the

same movement rate as a medium horse (movement rate 18) and attacks as if it were a heavy warhorse (three attacks for 1d8/1d8/1d3). It is Armor Class 1 and has 26 hit points. It saves vs. all applicable attack forms as if it were "Metal, hard."

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage inflicted upon it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse. If then allowed to graze and rest, the animal heals its wounds at the rate of 1 point per day. When it is fully healed, it automatically reverts to its magical form.

Teleportation Chamber

Type: Weird Stuff
Usable By: Any
Range: Special
Speed/Casting Time: 3
Duration: 1d20 + 80 uses
Area of Effect: Special
Saving Throw: None
XP Value: 10,000
Reference: *Tome*, p. 145



These devices are used to teleport matter (as per the 5th level *teleport* spell) and vary in size from a 1'×1'×1' box to a 10'×10'×10' room. They are usually made of ornate wood, but can be fashioned of stone or metal. In any case, the interior walls are always covered with mirrored tiles, much like *disintegration chambers*. A small, green sphere is fastened to the outside of the chamber near the door, and another sphere is positioned on an inside wall.

To activate the device, a creature touches one of the spheres while concentrating on a mental image of the destination. The chance of error is exactly the same as that described in the *Player's Handbook* for casting the 5th level *teleport* spell, with one exception. If the contents of the chamber are being sent to another teleportation chamber, the

chance of a mishap is 0%.

The number of people or objects that may be teleported is limited only by the size of the chamber. The size of any given chamber can be determined by rolling 1d6: 1: 1' cube; 2: 2'×2'×3' box; 3: 3'×3'×6' box; 4: 3'×5'×6' box; 5: 5'×5'×10' box; 6: 10'×10'×10' box.

All travelers and materials in the chamber arrive at the same destination, which is determined by the activator. Distance is not a factor, but interplanar travel is not possible by means of this magical machine. Each use drains the device of one charge. *Teleportation chambers* generally have between 81-100 charges (1d20 + 80) and may be recharged.

Time Bomb

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	20' radius
Saving Throw:	Half damage
XP Value:	1,000
Reference:	<i>Tome</i> , p. 146



A *time bomb* resembles a small hourglass without sand. To set the bomb, the user removes one base from the hourglass and fills one end with an amount of sand of the user's choice (ranging from one minute's worth of sand to one hour's worth). When the hourglass is set on a flat surface so that the sand begins to trickle from one end to the other, the *time bomb* is activated.

When all the sand has trickled to the bottom of the hourglass, it

explodes in a ball of flame equal to a *fireball* spell cast at 5th level, delivering 5d6 points of damage and filling a 20' radius. Victims within this area who make a successful saving throw vs. spell suffer only half damage.

If an activated *time bomb* is shattered, tipped over, or otherwise disturbed before it detonates, its magic is permanently negated; it cannot be reactivated. From that time on, however, it can be used as a normal hourglass.

Well of Many Worlds

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: 6,000
Reference: DMG, p. 181



This strange interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—a parallel earth, another planet, or a different plane at the DM's option or by random determination. If the

well is moved, the random factor again comes into play. It can be picked up, folded, etc., just like a *portable hole*. Things from the world the well touches can come through the opening, just as easily as from the initiating place.

Wind Fan

Type: Weird Stuff
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: 1 round
Area of Effect: 10' wide path, 50 yards long
Saving Throw: None
XP Value: 500
Reference: *DMG*, p. 181



A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The possessor can, however, by uttering the correct word, cause the fan to generate air movement duplicating a

gust of wind spell as if cast by a 5th level wizard. The fan can be used once per day with no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the device will tear into useless, non-magical tatters.

Wings of Flying

Type:	Weird Stuff
Usable By:	Any
Range:	0
Speed/Casting	
Time:	3
Duration:	Special
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	750
Reference:	<i>DMG</i> , p. 181



A pair of these magical wings appears to be nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak turns into a pair of gigantic bat wings (20' span) and empowers the wearer to fly as follows:

- 2 turns at speed 32
- 3 turns at speed 25
- 4 turns at speed 18
- 6 turns at speed 15
- 8 turns at speed 12

After the maximum number of possible turns flying, the wearer must rest for one hour—sitting, lying down, or sleeping. Shorter periods of flight do not require full rest, but only relative quiet such as slow walking for one hour. Any flight of less than one turn's duration does not require any rest. *Wings of flying* can be used just once per day regardless of the length of time spent flying. They support up to 500 pounds weight.

Armor of Blending

Type: Special Armor
Usable By: Warriors, rogues,
priests (special)
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: Special
Reference: DMG, p. 182



This appears to be a normal suit of magical armor (determine type and AC modifier normally, ignoring negative results—the DM should consult the tables on page 139 of the *DMG*, then allow the player to record that information in the space provided). However, upon command (a command word can be assigned if the DM desires), the armor changes shape and form, assuming the appearance of a normal set of

clothing. The armor retains all its properties (including weight) when disguised. Only a *true seeing* spell reveals the true nature of the armor when disguised.

The type and AC modifier of the player's *armor of blending* is:

Armor of Command

Type: Special Armor
Usable By: Warriors, priests
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: 360' radius
Saving Throw: None
XP Value: 2,000
Reference: DMG, p. 182



Armor of command, a finely crafted plate mail, radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he had a Charisma of 18 for all encounter reactions. Friendly troops within

360' of the user receive a morale bonus of +2. Otherwise, the armor functions as *plate mail* +1. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

Armor of Missile Attraction

Type: Special Armor
Usable By: Warriors, rogues,
priests (special)
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: DMG, p. 182



This armor appears to be a normal suit of magical armor (determine type and modifier normally—the DM should consult the tables on page 139 of the *DMG*, then allow the player to record that information in the space provided). However, the armor is cursed and actually serves to attract missiles. The wearer is two or three times more likely to be selected as a random target of missiles than normal. In cases where each person is the target of a set number of missiles (most often in large combats), the wearer will have a greater number of mis-

siles fired at him. Furthermore, the magical protection of the armor fails when calculated for missile attacks. The true nature of the armor will not reveal itself until the character is fired upon in earnest—simple experiments (throwing rocks, etc.) will not suffice.

The type and AC modifier of the player's *armor of missile attraction* is:

Armor of Rage

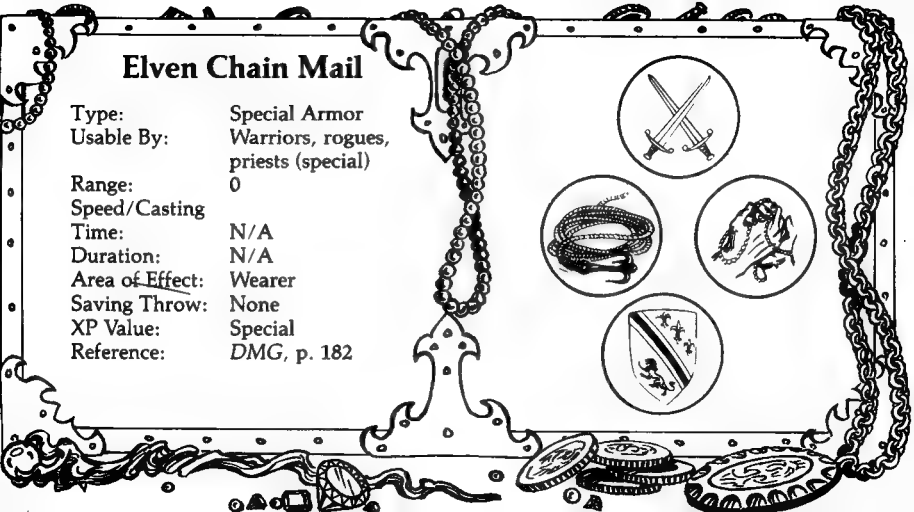
Type: Special Armor
Usable By: Warriors, priests
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: 360' radius
Saving Throw: None
XP Value: None
Reference: DMG, p. 182



Armor of rage is identical in appearance to *armor of command* and also functions as a suit of *plate mail* +1. However, when worn, the armor causes the character to suffer a -3 penalty to all encounter checks. All friendly troops within 360' suffer a morale penalty of -2. The effect is not noticeable to the wearer or those affected (i.e., characters will not immediately notice that donning the armor is the cause of their problems).

Elven Chain Mail

Type: Special Armor
Usable By: Warriors, rogues,
priests (special)
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: Special
Reference: DMG, p. 182



This is magical armor so fine and light that it can be worn under normal clothing without revealing its presence. Its lightness and flexibility allow even bards and thieves to use it with few restrictions (see page 39 in the *PHB*). Elven fighter/mages use it without restriction. However, it is rarely sized to fit anyone other than an elf or a half-elf. Roll percentile dice and consult the following table to ascertain what size character *elven chain mail* fits:

D100**Roll****Size of Mail**

01-10

Gnome/halfling (Hairfoot)

11-15

Dwarf/halfling (Stout, Tallfellow)

16-80

Elf/half-elf

81-95

Man-sized, normal (up to 6', 200 lbs.)

96-00

Man-sized, large (up to 6 1/2', 250 lbs.)

Elven chain mail is usually AC 5, but a few, rare magical suits exist. At the DM's option, the table on page 139 of the *DMG* may be consulted and rolled on for an AC bonus.

Plate Mail of Etherealness

Type: Special Armor
Usable By: Warriors, priests
Range: 0
Speed/Casting Time: 3
Duration: 4 + 1d4 turns per charge
Area of Effect: Wearer + nonliving, carried items
Saving Throw: None
XP Value: 5,000
Reference: DMG, p. 182



This is seemingly normal *plate mail* +5, but if a command word is spoken, the suit enables its wearer and all non-living items he wears and carries to become ethereal, as if *oil of etherealness* had been used. While in the ethereal state, the wearer cannot attack material creatures. A *phase door* spell negates the ethereal state and prevents the armor from functioning for one day.

There are 20 charges placed upon *plate mail of etherealness*. Once used, these cannot be replaced or recharged. Furthermore, every five uses reduces the bonus of the armor by 1: If five charges are used to become ethereal, the armor is +4, if 10 are used it is +3, +2 if 15 are used, and only +1 if all 20 are exhausted.

Plate Mail of Fear

Type:	Special Armor
Usable By:	Warriors, priests
Range:	0
Speed/Casting	
Time:	3
Duration:	1d4 + 1 rounds
Area of Effect:	30' radius
Saving Throw:	Negates
XP Value:	4,000
Reference:	DMG, p. 182



This armor functions as normal *plate mail* +1. However, it is imbued with 2d2 *fear* charges. Upon uttering the command, a charge is spent and the wearer radiates a 30' aura of fear. All creatures (except the one wearing the armor) must save vs. spell or flee in panic for 1d4 + 1 rounds. When all charges are spent, the armor functions as normal *plate mail* +1. It cannot be recharged.

Plate Mail of Vulnerability

Type:	Special Armor
Usable By:	Warriors, priests
Range:	0
Speed/Casting Time:	N/A
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	None
Reference:	DMG, p. 182



This appears by every test to be magical *plate mail* +1, +2, or +3, but is actually *cursed plate mail* -2, -3, or -4. The armor's great vulnerability is not apparent until an enemy successfully strikes a blow in anger with desire and intent to kill the wearer. The armor falls to pieces when an opponent strikes the wearer with an unmodified attack roll of 20.

Arrow of Slaying

Type:	Weapons
Usable By:	Warriors, rogues
Range:	Special
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	Special
Saving Throw:	None
XP Value:	250
Reference:	<i>DMG</i> , p. 183



This is an *arrow* +3 with unusual physical characteristics—a shaft of some special material, feathers of some rare creature, a head of some strange design, a rune carved on the nock, etc. These characteristics indicate the arrow is effective against some creature type. If the arrow is employed against the kind of creature it has been enchanted to slay, the missile kills it instantly if it hits the target creature. The following list comprises only a portion of the possible kinds of these

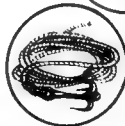
arrows: 1) Arachnids; 2) Avians; 3) Bards; 4) Clerics; 5) Dragons; 6) Druids; 7) Elementals; 8) Fighters; 9) Giants; 10) Golems; 11) Illusionists; 12) Mages; 13) Mammals; 14) Paladins; 15) Rangers; 16) Reptiles; 17) Sea Monsters; 18) Thieves; 19) Titans; 20) Undead.

Develop your own types and modify or limit the foregoing as fits your campaign.

Of course, the range of the arrow depends upon the bow used to fire it.

Arrow of Direction

Type:	Weapons
Usable By:	Any
Range:	0
Speed/Casting	
Time:	3
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	2,500
Reference:	<i>DMG</i> , p. 183



The *arrow of direction* appears to be a normal arrow, but its magical properties make it function like a *locate object* spell, empowering the arrow to show the direction to the nearest stairway, passage, cave, etc.

Once per day the device can be tossed into the air; it falls and points in the requested direction. This process can be repeated seven times during the next seven turns.

The request must be for one of the following:

- Stairway (up or down)
- Sloping passage (up or down)
- Dungeon exit or entrance
- Cave or cavern

Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

Axes: Throwing +2, of Hurling

Type:	Weapons
Usable By:	Warriors
Range:	60 yards
Speed/Casting Time:	4
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	Special
Reference:	<i>DMG</i> , p. 183



- The *throwing axe* +2 simply can be thrown up to 180' with the same attack roll and damage bonuses (+2) as if it were swung by the character. The item's XP value is 750.

- The *axe of hurling* appears to be a normal hand axe. With familiarity and practice, however, the possessor eventually discovers that the axe can be hurled up to 180', and it returns to the thrower in the same round whether or not it scores a hit. Damage inflicted by the magical throwing attack is twice normal (2d6 vs. S or M, 2d4 vs. L), with the weapon's magical bonus added thereafter. (For example, an *axe of hurling* +3 inflicts 2d6 + 3 points of damage vs. S- or M-sized creatures and 2d4 + 3 points of damage vs. creatures of size L if it hits the target after being thrown.) The axe causes

only normal damage (plus its magical bonus) when used as a hand-held weapon.

After each week of using the weapon, the possessor has a one-in-eight chance of discovering the full properties of the weapon. In any event, the magical properties of the weapon will be fully known to the possessor after eight full weeks of such familiarization.

The magical bonus of an *axe of hurling* is determined by referring to the table below:

D20 Roll	Magical Bonus	XP Value
1-5	+1	1,500
6-10	+2	3,000
11-15	+3	4,500
16-19	+4	6,000
20	+5	7,500

Bow +1

Type:	Weapons
Usable By:	Warriors, rogues
Range:	By type
Speed/Casting	
Time:	By type
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	500
Reference:	DMG, p. 183



This gives a +1 bonus to attack and damage rolls to arrows fired from it. If magical arrows are used, total the bonuses of both the bow and the arrows used. The type of bow found (composite, short, long, etc.) should be based on the circumstances of your campaign and the nature of the area. A nonmagical arrow fired from a magical bow is a nonmagical missile.

Buckle Knife

Type:	Weapons
Usable By:	Warriors, wizards, rogues
Range:	10/20/30 yards
Speed/Casting Time:	2
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	Special
Reference:	DMG, p. 184



This magical blade has a hilt that looks just like a large belt-buckle ornament or a complete small buckle. The hilt can be grasped easily and the weapon drawn from its belt-sheath. The knife blade is short but has a very sharp point—it inflicts damage as a knife.

D10		XP
Roll	Type	Value
1-4	+1	100
5-7	+2	200
8-9	+3	300
10	+4	400

Crossbows: of Accuracy, of Distance, of Speed

Type:	Weapons
Usable By:	Warriors, rogues
Range:	By type
Speed/Casting Time:	By type
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	Special
Reference:	<i>DMG</i> , p. 183



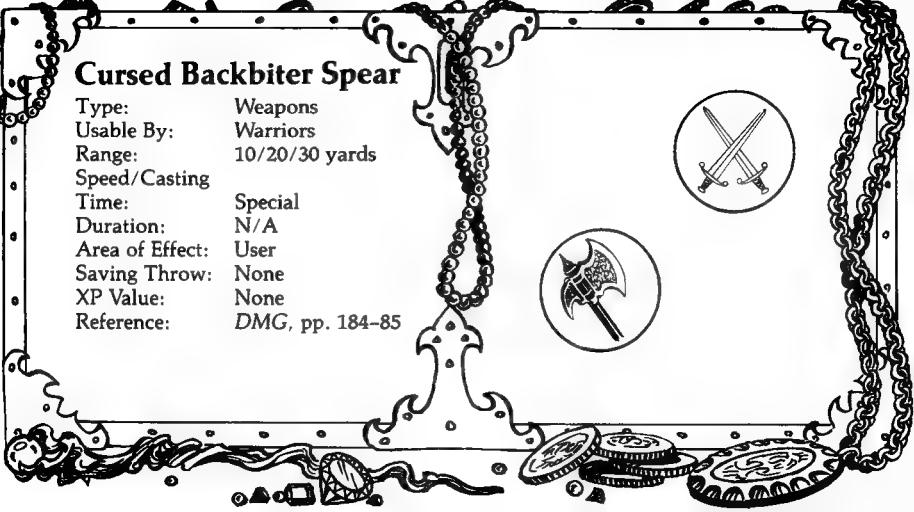
- The *crossbow of accuracy* gives a +3 bonus to attack rolls with its missiles, but not to damage. All ranges are considered short. About 10% of these weapons are heavy crossbows. The XP value of this item is 2,000.

- The *crossbow of distance* has double range in all categories. About 10% of these weapons are heavy crossbows. This weapon is otherwise +1 bonus to attack and damage rolls. The XP value of this item is 1,500.

- The *crossbow of speed* allows its possessor to double the rate of fire normal for the weapon. If it is grasped, the *crossbow of speed* automatically cocks itself. In surprise situations it is of no help. Otherwise, it allows first fire in any melee round, and end-of-round fire also, when applicable. About 10% of these weapons are heavy crossbows. The weapon has a +1 bonus to attack and damage rolls. The XP value of this item is 1,500.

Cursed Backbiter Spear

Type:	Weapons
Usable By:	Warriors
Range:	10/20/30 yards
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	User
Saving Throw:	None
XP Value:	None
Reference:	DMG, pp. 184-85



This is to all tests a magical spear with a +1 bonus (or at the DM's option +2 or +3). It may even function normally in combat against a deadly enemy, but each time it is used in melee against a foe, there is a 1 in 20 cumulative chance that it will function against its wielder. Once it begins functioning in this way, you can't get rid of it without a *remove curse* spell. The character always seems to find the spear in his hand despite his best efforts

or intentions.

When the curse takes effect, the spear curls around to strike its wielder in the back, negating any shield and Dexterity bonuses to Armor Class, and inflicting normal damage. The curse even functions when the spear is hurled, but if the wielder has hurled the spear, the damage done to the hurler is doubled. Once the spear has returned to him, the character again finds himself compelled to use the spear.

Dagger +2 Longtooth

Type: Weapons
Usable By: Warriors, wizards,
 rogues
Range: 10/20/30 yards
Speed/Casting Time: 2
Duration: N/A
Area of Effect: Opponent
Saving Throw: None
XP Value: 300
Reference: DMG, p. 183



The *dagger +2, longtooth* appears to be a normal weapon, or perhaps a nonspecial magical weapon. However, when this broad-bladed weapon is wielded by a small demihuman (e.g., a gnome or halfling), it actually lengthens and functions as a short sword (retaining its +2 bonus in this form). Even when

functioning in this way, it remains as light and handy to use as a dagger would be in the hands of the same character. The weapon actually penetrates wood or stone as easily as if it were softer material, inflicting maximum damage against either substance.

Dagger of Throwing

Type:	Weapons
Usable By:	Warriors, wizards, rogues
Range:	60 yards
Speed/Casting Time:	2
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	Special
Reference:	DMG, p. 183



The *dagger of throwing* appears to be a normal weapon, but radiates strongly of magic when this is checked for. The balance of this sturdy blade is perfect, such that when it is thrown by anyone, the dagger demonstrates superb characteristics as a ranged weapon. The magic of the dagger enables it to be hurled up to 180'. A successful hit when it is thrown inflicts twice normal dagger damage, plus the bonus provided by the

blade, which ranges from +1 to +4. To determine the bonus for a specific dagger, roll percentile dice and consult the following table:

D100 Roll	Bonus	XP Value
01-35	+1	250
36-65	+2	350
66-90	+3	450
91-00	+4	550

Dagger of Venom

Type: Weapons
Usable By: Warriors, wizards,
 rogues
Range: 10/20/30 yards
Speed/Casting Time: 2
Duration: N/A
Area of Effect: Opponent
Saving Throw: Special
XP Value: 350
Reference: DMG, p. 183



This appears to be a standard *dagger* +1, but its hilt holds a hidden store of poison. Any hit on a roll of 20 injects fatal poison into the opponent unless a saving throw vs. poison is successful. The *dagger of venom* holds up to six doses of poison.

If the hilt contains fewer than six doses, the owner can pour more in up to the maximum. (Use of this weapon by good—particularly lawful good—characters must be carefully monitored for effects on alignment.)

Dart of Homing

Type: Weapons
Usable By: Warriors, wizards,
 rogues
Range: 20/40/60 yards
Speed/Casting Time: 2
Duration: N/A
Area of Effect: Opponent
Saving Throw: None
XP Value: 450
Reference: DMG, p. 183



These appear to be normal projectiles, but they are actually +3 magical weapons. If a dart hits the intended target, it magically returns to the thrower in the same round and can be re-used. A dart inflicts a base 1d6 points of damage plus its

magical bonus on a successful hit against any size creature (4-9 points total). A dart that misses its target loses its magical power. These weapons have twice the range of ordinary darts—20 yards short, 40 yards medium, 80 yards long.

Hammer +3, Dwarven Thrower

Type:	Weapons
Usable By:	Warriors, priests
Range:	60 yards
Speed/Casting Time:	4
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	1,500
Reference:	DMG, p. 183



This appears to be a standard *hammer* +2. In the hands of a dwarven fighter who knows the appropriate command word, its full potential is realized. In addition to the +3 bonus, the hammer has the following characteristics:

The hammer has a 180' range and returns to its wielder's hand

like a boomerang. It has a +3 bonus to attack and damage rolls. When hurled, the hammer inflicts double damage against all opponents except giants (including ogres, ogre magi, trolls, and ettins). Against giants it causes triple damage (plus the bonus of +3).

Hammer of Thunderbolts

Type:	Weapons
Usable By:	Warriors, priests (special)
Range:	60 yards
Speed/Casting Time:	4
Duration:	N/A
Area of Effect:	Special
Saving Throw:	None
XP Value:	2,500
Reference:	DMG, pp. 183-84



This appears to be a large, extra-heavy hammer. A character less than 6' tall and with Strength less than 18/01 will find it too unbalanced to wield properly in combat. However, a character of sufficient Strength and size will find that the hammer functions with a +3 bonus and gains double damage dice on any hit.

If the wielder wears a *girdle of giant strength* and *gauntlets of ogre power* and he knows the hammer's true name, the weapon can be used to full effect: When swung or hurled it gains a +5 bonus, double damage dice, all *girdle* and *gauntlet* bonuses, and it strikes dead any giant upon which it scores a hit.

(Depending on the campaign, the DM might wish to limit the effect to exclude storm giants and include ogres, ogre magi, trolls, ettins, and clay, flesh, and stone golems.)

When hurled and successfully hitting, a great noise, like a clap of thunder, stuns all creatures within 90' for one round. Throwing range is 180'. (Thor would throw the hammer about double the above range.) The *hammer of thunderbolts* is difficult to hurl, so only one throw every other round can be made. After five throws within the space of any two-turn period, the wielder must rest for one turn.

Hammers can be hurled as hand axes.

Hornblade

Type:	Weapons
Usable By:	Warriors, priests (druids)
Range:	Special
Speed/Casting Time:	Special
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	Special
Reference:	DMG, p. 184



This is a magical weapon with a sickle-like blade resembling some sort of animal horn. *Hornblades* range in size from that of a knife to somewhat less than the length of a short sword. Even a close inspection is 90% unlikely to reveal it as anything other than a piece of horn of 1/2' to 1 1/4' in length, set in some sort of handle or grip. If magic is detected for, a *hornblade* radiates faintly of enchantment magic. However, if the proper pressure is applied in the correct place, a curved blade of great strength and sharpness springs out.

The small versions (knife-sized and dagger-sized) are usually enchanted to +1 or +2, and the largest version (scimitar-sized) commonly has a bonus of +2 or +3.

Smaller *hornblades* can be thrown, and the bonus applies to both to the attack number and damage determination.

Any character class permitted to use sicklelike weapons can use a *hornblade*. The possessor can use it with proficiency, providing he has proficiency with the appropriately sized weapon (knife, dagger, or scimitar).

The experience-point value of a *hornblade* depends upon its size and the amount of its magical bonus:

Size	XP Value
Knife	500 per AC bonus
Dagger	750 per AC bonus
Scimitar	1,000 per AC bonus

Javelin of Lightning

Type:	Weapons
Usable By:	Warriors
Range:	90 yards
Speed/Casting Time:	4
Duration:	N/A
Area of Effect:	Special
Saving Throw:	Special
XP Value:	250
Reference:	<i>DMG</i> , p. 184



A *javelin of lightning* is considered equal to a +2 magical weapon, although it has neither attack nor damage bonuses. It has a range of 90 yards, and whenever it strikes the javelin becomes the head of a 5' wide, 30' long stroke of lightning. Any creature hit by the javelin suffers 1d6 points of damage,

plus 20 points of electrical damage. Any other creatures in the path of the stroke take either 10 or 20 points of damage, based on whether or not their saving throws are successful.

From 2-5 javelins will be found. The javelin is consumed in the lightning discharge.

Javelin of Piercing

Type:	Weapons
Usable By:	Warriors
Range:	20/40/60 yards
Speed/Casting	
Time:	4
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	250
Reference:	<i>DMG</i> , p. 184



A *javelin of piercing* is not actually hurled—when a command word is spoken, the *javelin of piercing* launches itself. Range is 180', all distances considered as short range. The javelin has a +6 bonus to attack rolls and inflicts 1d6 + 6 points of damage. (Note this

missile flies horizontally, vertically, or any combination thereof to the full extent of its range.) From 2-8 (2d4) will be found at one time. The magic of the *javelin of piercing* is good for only one throw, after which it becomes a normal javelin.

Magical Quarterstaff

Type: Weapons
Usable By: Any
Range: 0
Speed/Casting Time: 4
Duration: N/A
Area of Effect: Opponent
Saving Throw: None
XP Value: Special
Reference: DMG, p. 184



This appears to be a normal bronzewood staff banded with iron. The shaft is actually as strong as steel, and it has two magical qualities: Upon command, the staff alters its length from as short as 6' to as long as 12' (or any length in between). It inflicts damage as a quarter-staff (base amount, 1d6 points), with additions to attack and damage rolls based upon its magical bonus.

D20		XP
Roll	Type	Value
1-5	+1	250
6-9	+2	500
10-13	+3	750
14-17	+4	1,000
18-20	+5	1,250

Mace of Disruption

Type:	Weapons
Usable By:	Warriors, priests
Range:	0
Speed/Casting	
Time:	7
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	Special
XP Value:	2,000
Reference:	<i>DMG</i> , p. 184



This appears to be a *mace* +1, but it has a neutral good alignment, and any evil character touching it suffers 5d4 points of damage due to the powerful enchantments laid upon the weapon. If a *mace of disruption* strikes any undead creature or evil creature from one of the lower planes, it may utterly destroy the creature.

Skeletons, zombies, ghouls, shadows, wights, and ghosts, if hit, are instantly blasted out of existence. Other creatures roll saving throws as indicated on the table.

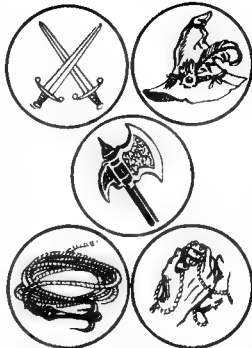
Even if the saving throws are effective,

the *mace of disruption* scores double damage upon opponents of this sort, and twice the damage bonus.

Creature	Save
Wraiths	5%
Mummies	20%
Spectres	35%
Vampires	50%
Ghosts	65%
Liches	80%
Other affected evil creatures	95%

Nets: of Entrapment, of Snaring

Type:	Weapons
Usable By:	Any
Range:	Special
Speed/Casting	
Time:	3
Duration:	N/A
Area of Effect:	5 cubic feet
Saving Throw:	None
XP Value:	1,000 (each)
Reference:	DMG, p. 184



- The *net of entrapment* is a magical rope net strong enough to defy Strength under 20 and equal to AC -10 with respect to blows aimed at cutting it. (Normal sawing attempts to cut it with dagger or sword will not succeed; to sever a strand of the mesh, a character must hack at it until he does 5 points of damage on a strand.)

Each net is 10' square and has 3"-square mesh. It can be thrown 20' so as to cover and close upon opponents; each creature in range must roll to avoid being entrapped. It

can be suspended from a ceiling (or generally overhead) and drop upon a command word. It can be laid upon the floor and close upward upon command. The net stretches so as to close over an area up to 5 cubic feet. It can be loosened by its possessor on command.

- The *net of snaring* looks just like a *net of entrapment*, but it functions only underwater. There, it can be commanded to shoot forth up to 30' to trap a creature. It is otherwise the same as the *net of entrapment*.

Trident of Fish Command

Type:	Weapons
Usable By:	Warriors
Range:	0
Speed/Casting Time:	7
Duration:	N/A
Area of Effect:	60' radius
Saving Throw:	Special
XP Value:	500
Reference:	DMG, p. 186



This three-tined fork atop a stout rod 6' long appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish within a 60' radius to roll saving throws vs. spell. This uses one charge of the trident. Fish failing this throw are completely under empathic command and will not attack the possessor of the trident nor any creature within 10' of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (i.e., fear, hunger, anger, indifference,

repletion, etc.). Fish making their saving throw are free of empathic control, but they will not approach within 10' of the trident.

In addition to ordinary fish, the trident affects sharks and eels. It doesn't affect mollusks, crustaceans, amphibians, reptiles, mammals, and similar sorts of nonpiscine marine creatures. A school of fish should be checked as a single entity.

A trident of this type contains $1d4 + 16$ charges. It is otherwise a +1 magical weapon.

Trident of Submission

Type:	Weapons
Usable By:	Warriors
Range:	0
Speed/Casting	
Time:	7
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	Special
XP Value:	1,500
Reference:	DMG, p. 186



A weapon of this nature appears unremarkable, exactly as any normal trident. The wielder of a *trident of submission* causes any opponent struck to save vs. spell. If the opponent fails to save, it must check morale the next round *instead* of attacking; if morale is good, the opponent may act normally

next round, but if it is poor, the opponent ceases fighting and surrenders, overcome with a feeling of hopelessness. The duration of this hopelessness is 2-8 rounds. Thereafter the creature is normal once again. The trident has 17-20 charges. A trident of this type is a +1 magical weapon.

Trident of Warning

Type:	Weapons
Usable By:	Warriors
Range:	240'
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	Special
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 186



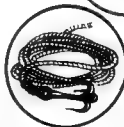
A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile and/or hungry marine predators within 240'. A *trident of warning* must be grasped and pointed in order for the person using it to gain such information, and it re-

quires one round to scan a hemisphere with a radius of 240'. There are 19-24 charges in a trident of this type, each charge sufficient to last for two rounds of scanning. The weapon is otherwise a +2 magical weapon.

/

Trident of Yearning

Type:	Weapons
Usable By:	Any
Range:	0
Speed/Casting	
Time:	7
Duration:	N/A
Area of Effect:	User
Saving Throw:	None
XP Value:	None
Reference:	DMG, p. 186



A *trident of yearning* looks exactly like any normal trident, and its aura is indistinguishable from that of other enchanted weapons of this sort. Any character grasping this type of trident immediately feels an overwhelming desire to immerse himself in as great a depth of water as possible. This unquenchable longing causes the affected character to proceed immediately toward the largest/deepest body of water—

in any event, one that is sufficient to completely cover his or her person. Once there, he immerses himself permanently.

The character cannot lose his grip on the trident, and only a *water breathing* spell (after submersion) or a *wish* enables the character to do so. The trident is otherwise a -2 cursed magical weapon. Note that this item does not confer the ability to breathe underwater.

Scimitar of Speed

Type:	Weapons
Usable By:	Warriors, priests (druids)
Range:	□
Speed/Casting Time:	Special
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	Special
Reference:	DMG, p. 184



This is a magical weapon, usually of +2 bonus, that automatically grants its wielder the first attack in a melee round, even though some magical effect might have otherwise slowed his speed and reaction time. It also allows more than one strike in some rounds, increasing the wielder's figure for attacks per melee round by one place, so that if one attack is normal, the improved figure is three attacks every two rounds, and if three/two is normal, then the improvement is to two attacks per round. This increase in attacks is cumulative with any other bonus attacks (such as those provided by a *haste* spell).

The order of attacks in the round is determined normally after the wielder of the *scimitar of speed* has made his first attack to begin activity in the round. It is possible, for

instance, that a wielder entitled to three attacks in the round attacks once before any other action takes place, and then (because of poor initiative rolls or other factors) takes his remaining two attacks at the very end of the round.

There is a chance (25%) that the weapon will have a bonus of something other than +2; if this occurs, roll percentile dice and refer to the following table to determine the appropriate bonus:

D100 Roll	Type	XP Value
01-50	+1	2,500
(normal form)	+2	3,000
51-75	+3	3,500
76-90	+4	4,000
91-00	+5	4,500

Short Sword of Quickness +2

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 186



This is a special +2 blade that enables the wielder to strike first in every combat round. If the wielder encounters someone with a similar weapon (e.g., a *scimitar of speed*), both strike simultaneously.

Sling of Seeking +2

Type:	Weapons
Usable By:	Any
Range:	Special
Speed/Casting	
Time:	6
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	700
Reference:	DMG, p. 184



This gives its user a +2 bonus for both attack and damage rolls, but missiles from such a weapon are regarded as +1 with respect to whether or not certain creatures are affected by the weapon (i.e., a special defense of "+1 or better to hit" means the creature is vulnerable to normal missiles from this sling).

The range for sling bullets is 5/10/20 and the range for sling stones is 4/8/16.

Cursed Berserking Sword

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	User
Saving Throw:	None
XP Value:	None
Reference:	DMG, p. 186



This performs by every test, save that of the heat of battle, as a +2 magical sword of some sort. However, in actual battle its wielder goes berserk, attacking the nearest creature and continuing to fight until dead or until no living thing remains within 60'. The sword has a +2 bonus and otherwise acts as a *cursed sword* +1. The posses-

sor of a *cursed berserking sword* can be rid of it only if it is exorcised via a *remove curse* spell or *wish*.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Cursed Sword +1

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting Time:	Special
Duration:	N/A
Area of Effect:	User
Saving Throw:	None
XP Value:	None
Reference:	DMG, p. 185



This performs in all respects as a +1 weapon, but when its wielder is faced by an enemy, the sword welds itself to the character's hand and forces him to fight until the enemy or the wielder is slain. Thereafter, the possessor can loose, but never rid himself of, the cursed sword. No matter what is done, it appears in his hand whenever

an opponent is faced. The character can be freed of the weapon only by a *remove curse* spell.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Cursed Sword - 2

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting Time:	Special
Duration:	N/A
Area of Effect:	User
Saving Throw:	None
XP Value:	None
Reference:	DMG, p. 185



This is a sword that gives off a magical aura and performs well against targets in practice, but when it is used against an opponent in combat it lowers its user's attack rolls by -2. Only by careful observation can this lowering be detected.

All damage scored is reduced by 2 hit points, but never below a 1 in any event. The sword always forces the character to em-

ploy it against enemies, appearing in the character's hand. It can be gotten rid of only by means of *limited wish* or *wish*.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Special Swords +2

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	Special
Saving Throw:	Special
XP Value:	Special
Reference:	DMG, p. 185



• **Dragon Slayer:** This has a +4 bonus against any sort of true dragon. It inflicts triple damage against one sort of dragon (i.e., 3d12 + 4). Note that an unusual sword with intelligence and alignment will not be made to slay dragons of the same alignment. Determine dragon type (excluding unique ones like Bahamut and Tiamat) by rolling 1d10: 1) black (CE); 2) blue (LE); 3) brass (CG); 4) bronze (LG); 5) copper (CG); 6) gold (LG); 7) green (LE); 8) red (CE); 9) silver (LG); 10) white (CE). Its XP Value is 900.

• **Giant Slayer:** This provides a +3 bonus vs. any giant, giant-kin, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword causes double damage (i.e., 2d12 + 3). Its XP Value is 900.

• **Nine Lives Stealer:** This always performs as a +2 weapon, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. A natural 20 must be scored on the wielder's attack roll for the sword to function. The victim is entitled to a saving throw vs. spell. If this succeeds, the sword does not function, no charge is used, and normal damage is determined.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Sun Blade

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting	
Time:	3
Duration:	Special
Area of Effect:	60' radius
Saving Throw:	None
XP Value:	3,000
Reference:	DMG, p. 185



This sword is the size of a bastard sword. However, its enchantment enables the *sun blade* to be wielded as if it were a short sword with respect to encumbrance, weight, speed factor, and ease of use (i.e., the weapon appears to all viewers to be a bastard sword, and inflicts bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword). Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*.

In normal combat, the glowing golden blade of the weapon is equal to a +2 sword. Against evil creatures, its bonus is +4. Against Negative Material plane creatures

or those drawing power from that plane (such as certain undead), the sword inflicts double damage.

Furthermore, the blade has a special *sun-ray* power. Once a day, upon command, the blade can be swung vigorously above the head, shedding a bright yellow radiance that is like full daylight. The radiance begins shining in a 10' radius around the sword-wielder, spreading outward at 5' per round for 10 rounds thereafter, creating a globe of light with a 60' radius. When the swinging stops, the radiance fades to a dim glow that persists for another turn before disappearing entirely. All *sun blades* are of good alignment.

Sword of Dancing

Type:	Weapons
Usable By:	Warriors, rogues
Range:	Special
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	Special
Saving Throw:	None
XP Value:	4,400
Reference:	DMG, pp. 185-86



On the first round of melee this weapon is +1, on the second +2, on the third +3, and on the fourth +4. On the fifth round, it drops back to +1 and the cycle begins again. Also, after four rounds of melee its wielder can opt to allow it to "dance."

Dancing consists of loosing the sword on any round (after the first) when its bonus is +1. The sword then fights on its own at the same level of experience as its wielder. After four rounds of dancing, the sword returns to its wielder, who must hold it (and use it) for four rounds before it can dance again.

When dancing, the sword leaves its owner's hand and may go up to 30' distant. At the end of its fourth round of solo combat, it moves to its possessor's hand automatically. Note that when dancing the sword cannot be physically hit, although certain

magical attacks such as a *fireball*, *lightning bolt*, or *transmute metal to wood* spell could affect it.

Finally, remember that the *dancing sword* fights alone at the same level (and class) as its possessor. Relieved of his weapon for four melee rounds, the possessor may act in virtually any manner desired—resting, discharging missiles, engaging in hand-to-hand combat, etc.—as long as he remains within 30' of the sword. If he moves more than 30' away, it falls to the ground and is a +1 weapon when again grasped.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Sword +4, Defender

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	3,000
Reference:	DMG, p. 185



This gives its wielder the option of using all, some, or none of the +4 bonus in defense (improving his Armor Class) against any opponent using a hand-held weapon, such as a dagger, mace, spear (not hurled), sword, etc. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other two bonus factors to be added to his Armor Class. This can be done each round.

Note that there is also a *sword*, +5 *defender*. This is identical to the +4 sword with 1 extra bonus point.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Sword +3, Frost Brand

Type: Weapons
Usable By: Warriors, rogues
Range: 0
Speed/Casting Time: Special
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: 1,600
Reference: DMG, p. 185



The *sword +3, frost brand, +6 vs. fire-using/dwelling creatures* always provides a +3 bonus. The +6 bonus takes effect against creatures that use fire or live in fiery environments. The weapon does not shed any light, except when the air temperature is below 0 degrees F. It does give special benefits against fire, for its wielder is protected as if he were wearing a *ring of fire resistance*.

The *frost brand sword* also

has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10' radius—including a *wall of fire* but excluding a *fireball*, *meteor swarm*, or *flame strike*.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Sword +5, Holy Avenger

Type:	Weapons
Usable By:	Warriors (paladins)
Range:	0
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	Special
Saving Throw:	Special
XP Value:	4,000
Reference:	DMG, p. 185



In the hands of any character other than a paladin, this holy sword performs only as a *sword* +2. In the hands of a paladin, however, it creates a magic resistance of 50% in a 5' radius, dispels magic in a 5' radius at the level of magic use equal to the experience level of the pala-

din, and inflicts +10 points of bonus damage upon chaotic evil opponents.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword 4%, two-handed sword 1%.

Sword of Life Stealing

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting	
Time:	Special
Duration:	Permanent
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	5,000
Reference:	DMG, p. 186



This +2 weapon eliminates one level of experience (or 1 Hit Die), as well as accompanying hit points and abilities when it strikes any opponent on a natural roll of 20. This function is the same as the level-draining ability of certain undead creatures.

The sword wielder can gain as many hit points as an opponent loses to this function of the weapon, up to the maximum

number of hit points the character is allowed (i.e., only a character who has suffered loss of hit points can benefit from the function).

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Sword +1, Luck Blade

Type: Weapons
Usable By: Warriors, rogues
Range: 0
Speed/Casting Time: Special
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 185



This sword gives its possessor a +1 bonus to all saving throws and has 1d4 + 1 *wishes* cast into it. The DM should keep the number of wishes secret.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Sword of the Planes

Type: Weapons
Usable By: Warriors, rogues
Range: 0
Speed/Casting Time: Special
Duration: N/A
Area of Effect: Opponent
Saving Throw: None
XP Value: 2,000
Reference: DMG, p. 186



This magical weapon has a base bonus of +1 on the Prime Material plane, but on any inner plane its bonus increases to +2. (The +2 bonus also applies on the Prime Material plane when the weapon is used against *opponents* from the inner planes.) Similarly, when used on an outer plane or against creatures from the outer planes, the sword becomes a

+3 weapon. Finally, it operates as a +4 weapon on the Astral or Ethereal plane or when used against opponents from either of those planes.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Sword of Sharpness

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting Time:	Special
Duration:	N/A
Area of Effect:	Special
Saving Throw:	None
XP Value:	7,000
Reference:	DMG, p. 186



This weapon is treated as +3 or better for purposes of who or what can be hit by it, even though it gets only a +1 bonus to attack and damage rolls. Its power is great, however, for on a very high attack roll, it severs an extremity—arm, leg, neck, tail, tentacle, whatever (but not head)—determined by random dice roll:

Opponent is	Modified Score to sever*
normal/armored	19-21
larger than man-sized	20-21
solid metal or stone	21

* Considering only the sword's +1 bonus.

A *sword of sharpness* responds to its wielder's desire with respect to the light it sheds—none, a 5' circle of dim illumination, a 15' light, or a 30' radius glow equal to a *light* spell.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Swords +1, Special vs. Various Creatures

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting Time:	Special
Duration:	N/A
Area of Effect:	Special
Saving Throw:	None
XP Value:	Special
Reference:	DMG, p. 185



- **+2 vs. Magic-using & Enchanted Creatures:** Provides a +2 bonus against wizards, spellcasting monsters, and conjured, created, gated, or summoned creatures. The +2 bonus doesn't apply to a creature magically empowered by an item to cast spells. Its XP Value is 600.

- **+3 vs. Lycanthropes & Shapeshifters:** This gives its +3 against shapeshifters, including those able to assume the form of another creature (such as a vampire or a druid), or any creature under the influence of a *polymorph* or *shape change* spell. Its XP Value is 700.

- **+3 vs. Regenerating Creatures:** This gives the +3 bonus to its wielder even when the regenerating creature does so because of a magical device such as a *ring of regeneration*. Its XP Value is 800.

- **+4 vs. Reptiles:** This gives the +4 against dinosaurs, dragons, lizards, snakes, wyverns, etc. Its XP Value is 800.

- **Flame Tongue, +2 vs. Regenerating Creatures, +3 vs. Cold-using, Inflammable, or Avian Creatures, +4 vs. Undead:** This sheds light upon a command. If activated, the *flame tongue* sword's fire illuminates the area as brightly as a torch. The flame from this sword easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, etc.). Its XP Value is 900.

The DM determines sword type by dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Sword of Wounding

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	4,400
Reference:	DMG, p. 186



This is a sword of only +1 bonus, but any hit made with it cannot be healed by *regeneration*. In subsequent rounds, the opponent so wounded loses 1 additional hit point for each wound inflicted by the sword.

Thus, an opponent hit for 4 points of damage on the first melee round automatically loses 1 additional hit point on the second and each successive round of combat. Loss of the extra point stops only when the creature so wounded bandage its wound or

after 10 melee rounds (one turn).

Damage from a *sword of wounding* can be healed only by normal means (rest and time), never by potion, spell, or other magical means short of a *wish*. Note that successive wounds will damage in the same manner as the first.

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broadsword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Vorpal Weapon

Type:	Weapons
Usable By:	Warriors, rogues
Range:	0
Speed/Casting	
Time:	Special
Duration:	N/A
Area of Effect:	Special
Saving Throw:	None
XP Value:	10,000
Reference:	<i>DMG</i> , p. 186



Similar but superior to a *sword of sharpness*, a *vorpai* weapon has a +3 bonus to attack and damage rolls. Check the table below to determine whether an attack roll is good enough to sever the neck/head of the opponent:

Opponent is	Modified Score to Sever*
normal/armored	20-23
larger than man-sized	21-23
solid metal or stone	22-23
* Considering only the sword's bonus of +3.	

Note that many creatures have no heads or can change their form and, therefore, cannot suffer decapitation. There are also creatures that have heads but will not necessarily be killed by decapitation (among these are doppelgangers, elementals, and golems).

The DM determines the type of sword by rolling dice: long sword 70%, scimitar or broad sword 20%, short sword 5%, bastard sword* 4%, two-handed sword* 1% (* warriors only).

Shield -1, Missile Attractor

Type:	Special Armor
Usable By:	Warriors, rogues, priests
Range:	0
Speed/Casting Time:	N/A
Duration:	N/A
Area of Effect:	User
Saving Throw:	None
XP Value:	None
Reference:	DMG, p. 182



This not only makes the bearer equivalent to a shieldless person, it also attracts missiles of all types to itself: It doubles or triples the bearer's chances of being selected by random die rolling according to the size of the party he is with (see "Firing Into Melee," on page 62 of the *DMG*). This cursed shield is not distinguishable from a useful magical shield.

Large Shield +1, +4 vs. Missiles

Type:	Special Armor
Usable By:	Warriors, rogues, priests
Range:	0
Speed/Casting Time:	N/A
Duration:	N/A
Area of Effect:	User
Saving Throw:	None
XP Value:	400
Reference:	DMG, p. 182



This is a large shield with a +1 bonus vs. melee attacks, but it is four times more effective against hand-hurled and mechanically propelled missiles of all sorts. More importantly, the shield has a 20% chance of negating *magic missile* attacks (from a frontal position).

Ring of Affliction

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	Special
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	None
Reference:	<i>Tome</i> , p. 128



When an *identify* spell is used on this cursed ring, it appears to be a *ring of resistance*. The ring functions as such until the wearer makes a saving throw to any school in opposition to the represented school.

D8 Roll	Represented School
1	Abjuration
2	Alteration
3	Conjuration/Summoning
4	Enchantment/Charm
5	Illusion/Phantasm
6	Invocation/Evocation
7	Lesser/Greater Divination
8	Necromancy

The first time the wearer of a *ring of affliction* makes a saving throw against any school in opposition to the school of the

ring worn, the *ring of affliction's* true properties are revealed. The ring causes the wearer to suffer a -2 penalty on all saving throws vs. spells of the ring's opposing school or schools. Once this power is activated, the beneficial effects of the ring no longer operate. Once the curse has been activated, the wearer can remove the ring only through a *remove curse* spell.

Opposition schools are:

Abjuration: Alteration & Illusion

Conj./SUMM.: Gr. Divin. & Invoc.

Gr. Divin.: Conj./Summ.

Ench./Charm: Invoc./Evoc. & Necromancy

Illusion: Necro., Invoc./Evoc., Abjur.

Invoc./Evoc.: Ench./Charm & Conj./Summ.

Necromancy: Illusion & Ench./Charm

Alteration: Abjuration & Necromancy

Ring of Air Elemental Command

Type:	Ring
Usable By:	Any
Range:	Special
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	5,000
Reference:	<i>DMG</i> , p. 148



This appears to be an *invisibility ring* until a DM-determined condition is met.

The ring has the following traits: 1. Air elementals can't attack or approach within 5' of the wearer, who may forgo this safety and attempt to *charm* the creature (-2 saving throw). If the *charm* fails, protection is lost and no further charming may be tried, but **secondary properties** (see below) function with respect to the elemental. 2. Creatures, other than normal elementals, from the plane of Air suffer -1 penalties to attack rolls. The wearer takes damage at -1 per Hit Die and makes saving throws against the creature's attacks at +2. The wearer attacks with a +4 bonus (or -4 on the creature's saving throw) and inflicts +6 damage (total, not per die), adjusted by applicable bonuses and penalties. Any weap-

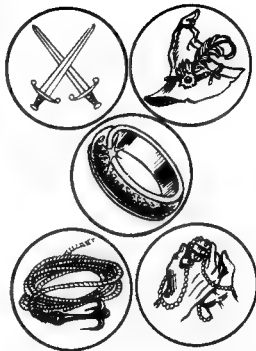
on hits those creatures. 3. The wearer can talk to similarly aligned elementals/elemental creatures, who recognize that he wears the ring and show a healthy respect. Creatures of opposing alignments fear the wearer if he is strong, hate and desire to slay him if he is weak (as determined by the DM). 4. The wearer suffers a -2 saving throw penalty vs. fire. 5. Only one of the powers of a *ring of elemental command* can be used at a time.

Secondary properties: *Gust of wind* (1/round), *fly*, *wall of force* (1/day), *control winds* (1/week), and *invisibility*.

This ring operates at 12th level or at the minimum level needed to perform the equivalent magical spell, whichever is greater. The additional powers have an initiative modifier of +5.

Ring of Animal Friendship

Type: Ring
Usable By: Any
Range: 0
Speed/Casting
Time: 3
Duration: Permanent
Area of Effect: 10' radius
Saving Throw: Negates
XP Value: 1,000
Reference: *DMG*, p. 147



When the wearer of this ring approaches within 10' of any animals of neutral alignment and animal intelligence, the creatures must roll saving throws vs. spell. If their saving throws are successful, they move rapidly away from the ring wearer. If the saving throws are failed, the creatures become docile and follow the ring wearer around. The item functions at 6th level, so up to 12 Hit Dice of animals can be affected by this ring.

Animals feeling friendship for the wearer actually guard and protect that individual if he expends a charge from the ring to cause such behavior. A ring of this sort typically has 27 charges when discovered, and it cannot be recharged. A druid wearing this ring can influence twice the prescribed Hit Dice worth of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice worth of animals.

Ring of Armoring

Type:	Ring
Usable By:	Wizards
Range:	0
Speed/Casting	
Time:	Special
Duration:	Special
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	2,000
Reference:	<i>Tome</i> , p. 128



A wizard wearing this ring gains an additional +1 bonus to any AC bonus he receives from casting a spell upon himself. Thus, an *armor* spell grants the wizard AC 5 instead of AC 6, and a *shield* spell grants the wizard AC 1 vs. hand-hurled missiles instead of AC 2. Restrictions that apply to a spell (for example, *armor* does not affect a character already wearing armor) are in no way altered through use of this ring.

Ring of Blinking

Type:	Ring
Usable By:	Any
Range:	10'
Speed/Casting	
Time:	3
Duration:	6 rounds
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 147



When the wearer of this ring issues the proper verbal command, the item activates and the wearer is affected as if a *blink* spell were operating upon his person. The effect lasts for six rounds. The ring then ceases to function for six turns (one hour) while it replenishes itself.

The command word is usually engraved somewhere on the ring. The ring activates whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within 10' of the ring.

Ring of Bureaucratic Wizardry

Type:	Ring
Usable By:	Wizards
Range:	0
Speed/Casting Time:	Special
Duration:	Special
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	None
Reference:	<i>Tome</i> , p. 128



This cursed ring is indistinguishable from a *ring of wizardry*, but it has one important difference: When a wizard casts any spell while wearing the ring, a sheaf of papers and a quill pen suddenly appear in his hand. The papers are forms that must be filled out in triplicate, explaining the effects of the spell, why the wizard wishes to cast it, whether it is for business or pleasure, and so on. The forms must be filled out before the effects of the spell

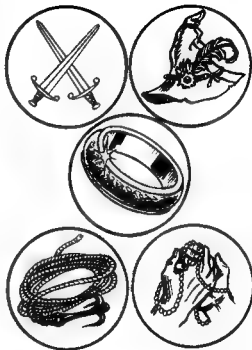
will occur. The higher the level of the spell cast, the more complicated the forms become. Filling out the forms requires one round per level of the spell.

As soon as the papers are filled out, the forms and the pen disappear and the spell effects occur as the spellcaster desired.

The ring cannot be removed willingly. *Remove curse* or a similar spell must be cast upon the wearer in order to remove the ring.

Ring of Contrariness

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	None
Reference:	<i>DMG</i> , p. 147



This magical ring is cursed, making its wearer unable to agree with any idea, statement, or action. Once put on, the ring can be removed only after a *remove curse* spell is cast upon the individual wearing it. Because of the curse, the wearer resists any attempts to cast such a spell. A *contrariness* ring also has one of the following, additional magical properties:

01-20	<i>Flying</i>
21-40	<i>Invisibility</i>
41-60	<i>Levitation</i>
61-70	<i>Shocking Grasp</i> (once per round)
71-80	<i>Spell Turning</i>
81-00	<i>Strength</i> (18/00)

Note that the contrariness influence can never be removed from the ring. The wearer will use his own powers, plus those of the ring, to retain it on his finger. The wearer of the ring will never damage himself intentionally. If, for example, other characters suggest that the wearer defend himself, or that he should not strike his own head, the ring wearer agrees—possibly attacking or striking at the speaker's head—because obviously the result must be contrary in this case. If a *ring of contrariness* turns spells, the cumulative *remove curse* cast upon the individual wearing it must equal or exceed 100%.

Ring of Chameleon Power

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Negates
XP Value:	1,000
Reference:	<i>DMG</i> , p. 147



Whenever the wearer of this ring desires, he can magically blend with his surroundings. This affords 90% invisibility in foliage, against walls, and so forth.

If the wearer is associating with creatures of Intelligence 4 or greater at a distance of 60' or less, the ring enables him to seem to be one of those creatures, but each turn of such association carries a 5% cumulative chance that the creatures detect the ring wearer for what he is. Thus, such an association can never persist for more than 20

turns without the wearer being detected—at the end of that time, the chance of detection has risen to 100%. Creatures with 16 or greater Intelligence use their Intelligence score as an addition to the base chance of detection. For example, a creature of Intelligence 16 would have a base chance of $(16 + 5)$ 21% at the end of turn 1, 26% at the end of turn 2, and so forth. Creatures with 3 or lower Intelligence instinctively and automatically detect the wearer if they come within a 10' radius of him.

Ring of Clumsiness

Type: Ring
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: *DMG*, p. 147



This cursed ring typically radiates an aura like another (beneficial) ring to disguise its baneful nature. The possible secondary powers are:

01-10	<i>Free Action</i>
11-20	<i>Feather Falling</i>
21-35	<i>Invisibility</i>
36-50	<i>Jumping</i>
51-60	<i>Swimming</i>
61-80	<i>Warmth</i>
81-100	<i>Water Walking</i>

The secondary power works normally, except when the wearer is under stress—engaged in combat, stealth, delicate activi-

ty, and the like—at which time the *clumsiness* takes effect. Dexterity is lowered to half normal, rounded down. Chances for stealth and precise actions are also lowered by one-half, rounded down. Any attempt at spellcasting that requires the handling of a material component or the accomplishment of a somatic component succeeds only if the wearer rolls a successful saving throw vs. spell; otherwise, the spell is botched and annulled.

The ring can be taken off only by a successfully cast *dispel magic* spell (vs. 12th level magic). Success destroys both the primary and secondary power of the ring.

Ring of Delusion

Type: Ring
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Special
Area of Effect: Wearer
Saving Throw: None
XP Value: None
Reference: *DMG*, p. 147

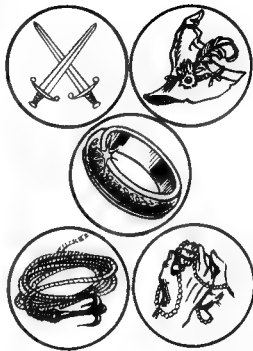


A *delusion* ring convinces the wearer that it is some other sort of ring—whatever sort the wearer really desires. The wearer is completely convinced that the ring is actually one with other magical properties, and he unconsciously uses his abilities of any sort (including those of other magical items avail-

able) to produce a result commensurate with the supposed properties of the *delusion* ring. The DM determines how successful the self-delusion is, as well as how observers are affected and what they observe. The ring can be removed at any time.

Ring of Djinni Summoning

Type: Ring
Usable By: Any
Range: 0
Speed/Casting
Time: 1 round
Duration: Special
Area of Effect: Special
Saving Throw: None
XP Value: 3,000
Reference: DMG, p. 148

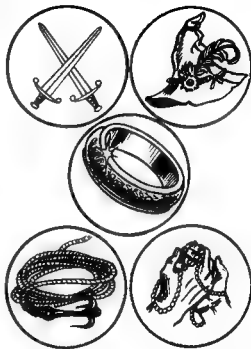


One of the many fabled rings of fantasy legend, the “genie” ring is most useful indeed, for it is a special gate by which a certain djinni can be summoned from the elemental plane of Air. When the ring is rubbed, the summons is served and the djin-

ni faithfully obeys the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes nonmagical and worthless. See the *Monstrous Compendium* for details on a djinni’s abilities.

Ring of Earth Elemental Command

Type:	Ring
Usable By:	Any
Range:	Special
Speed/Casting	
Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	5,000
Reference:	<i>DMG</i> , p. 148



This appears to be a *ring of feather falling* until a DM-determined condition is met.

The ring has these traits: **1.** Earth elementals can't attack or approach within 5' of the wearer, who may forgo this safety and attempt to *charm* the creature (-2 saving throw). If the *charm* fails, protection is lost and no further charming may be tried, but **secondary properties** (see below) function with respect to the elemental. **2.** Creatures, other than normal elementals, from the plane of Earth suffer -1 penalties to attack rolls. The wearer takes damage at -1 per Hit Die and makes saving throws against the creature's attacks at +2. The wearer attacks with a +4 bonus (or -4 on the creature's saving throw) and inflicts +6 damage (total, not per die), adjusted by applicable bonuses and penalties. *Any* weapon hits

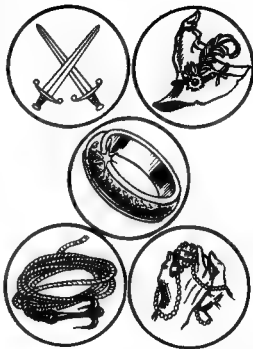
those creatures. **3.** The wearer can talk to similarly aligned elementals/elemental creatures, who recognize that he wears the ring and show a healthy respect. Creatures of opposing alignments fear the wearer if he is strong, hate and desire to slay him if he is weak (as determined by the DM). **4.** The wearer suffers a -2 saving throw penalty vs. petrification. **5.** Only one of the powers of the ring can be used at a time.

Secondary properties: *Stone tell* (1/day), *passwall* (2/day), *wall of stone* (1/day), *stone to flesh* (2/week), *move earth* (2/week), and *feather fall*.

This ring operates at 12th level or the minimum level needed to cast the same magical spell if greater. The additional powers have an initiative modifier of +5.

Ring of Elemental Metamorphosis

Type: Ring
Usable By: Any
Range: 0
Speed/Casting Time: 1 round
Duration: 1d4 + 1 turns, maximum
Area of Effect: Wearer and equipment (2,600 lbs.)
Saving Throw: None
XP Value: 3,000
Reference: *Tome*, pp. 128-29



The type of this ring is decided with a d4—1: *Air*; 2: *Earth*; 3: *Fire*; and 4: *Water*.

Each of these rings can *polymorph* the wearer, including his equipment, into an elemental of the appropriate type. The affected character retains his mental abilities, but cannot cast spells. Characters suffer a -2 penalty on attack rolls until they strike an opponent in two consecutive rounds, when it is assumed that they have mastered their new shape.

The *polymorphed* character acquires the form and physical abilities of the elemental, including AC (but the character still can be hit by weapons of less than +2 enchantment), movement rates, and attack routines (including special attacks). Hit points and saving throws are those of the character's natural form.

The character also is immune to damage from exposure to the element he has become, and may move and breathe freely within the natural element. Someone metamorphosed into a fire elemental could enter a pool of nonmagical lava without risk of injury, but the same character could be damaged by magical fire.

The ring may be used once per day for a maximum of 1d4 + 1 turns, at which time the wearer reverts to his normal form. When returning to his own form, the wearer regains 1d12 hit points.

A successful *dispel magic* spell forces the wearer back into his normal form, and he then must succeed a system shock roll or die. The wearer returns to his own form when slain or when the effect is dispelled, but no hit points are restored.

Ring of Feather Falling

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	Special
Duration:	12 rounds
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 148



This ring protects its wearer by automatic activation of a *feather fall* if the individual falls 5' or more. Rate of falling is instantly changed to a mere 2' per second (120' per round), and no damage is incurred upon landing while the ring's power is in effect. However, when 12 rounds have elapsed, normal rate of fall resumes.

The *feather fall* supports a maximum of 2,600 pounds of weight.

Ring of Fire Elemental Command

Type:	Ring
Usable By:	Any
Range:	Special
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	5,000
Reference:	DMG, p. 148



This appears to be a *ring of fire resistance* until a DM-determined condition is met.

The ring has the following traits: 1. Fire elementals can't attack or approach within 5' of the wearer, who may forgo this safety and attempt to *charm* the creature (-2 saving throw). If the *charm* fails, protection is lost and no further charming may be tried, but **secondary properties** (see below) function with respect to the elemental. 2. Creatures, other than normal elementals, from the plane of Fire suffer -1 penalties to attack rolls. The wearer takes damage at -1 per Hit Die and makes saving throws against the creature's attacks at +2. The wearer attacks with a +4 bonus (or -4 on the creature's saving throw) and inflicts +6 damage (total, not per die), adjusted by applicable bonuses and penalties. *Any weap-*

on hits those creatures. 3. The wearer can talk to similarly aligned elementals/elemental creatures, who recognize that he wears the ring and show a healthy respect. Creatures of opposing alignments fear the wearer if he is strong, hate and desire to slay him if he is weak (as determined by the DM). 4. The wearer suffers a -2 saving throw penalty vs. water/cold. 5. Only one of the ring's powers can be used at a time.

Secondary properties: *Burning hands* (1/turn), *pyrotechnics* (2/day), *wall of fire* (1/day), *flame strike* (2/week), and *fire resistance*.

This ring operates at 12th level or at the minimum level needed to cast the same magical spell, whichever is greater. The additional powers have an initiative modifier of +5.

Ring of Fire Resistance

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 148



The wearer of this ring is totally immune to the effects of normal fires—torches, flaming oil, bonfires, etc. Very large and hot fires, molten lava, hell hound breath, or a *wall of fire* spell causes 10 points of damage per round if the wearer is directly within the conflagration.

Exceptionally hot fires such as red dragon breath, pyrohydra breath, fireballs, flame

strike, fire storm, etc., are saved against with a +4 bonus to the die roll, and all damage dice are calculated at -2 per die, but each die result is never less than 1 in any event. As a rule of thumb, consider very hot fires as those that have a maximum initial exposure of up to 24 hit points, and those of exceptional heat as having 25 or more hit points.

Ring of Fortitude

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000
Reference:	<i>Tome</i> , p. 129



When worn, the *ring of fortitude* grants the wearer a bonus of +4 to one randomly selected ability score (roll 1d12: 1-6 = Dex; 7-11 = Wis; 12 = Con) **for the purposes of spell resolution only.** It does not affect ability checks or other aspects of ability scores, except those as a direct result of spells or spell-like abilities.

For example, a character with a natural Constitution of 14

would have an enhanced score of 18 while wearing such a ring. He does not gain any extra hit points from wearing it, but his system shock for resolving the *polymorph other* spell is increased to 99%. With the Constitution-enhancing ring, the bonuses even apply to the *raise dead* and *resurrection* spells. All effects are lost when the wearer removes the ring.

Ring of Free Action

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 148

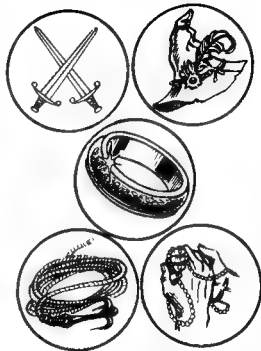


This ring enables the wearer to move and attack freely and normally when attacked by a *web*, *hold*, or *slow* spell, or even while under water. The spells simply have no effect. While underwater, the individual moves at normal (surface) speed and does full damage

even with cutting weapons (like axes and scimitars) and with smashing weapons (like flails, hammers, and maces), insofar as the weapon used is held rather than hurled. This will not, however, enable underwater breathing without further appropriate magic.

Ring of Human Influence

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	Special
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	2,000
Reference:	<i>DMG</i> , p. 148



This ring has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids. The wearer can make a *suggestion* to any human or humanoid (saving throw applies). The wearer can also *charm* up to 21

levels/Hit Dice of human/humanoids (saving throws apply) just as if he were using the wizard spell *charm person*. The two latter uses of the ring are applicable but once per day. *Suggestion* or *charm* has an initiative penalty of +3.

Ring of Invisibility

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	0
Duration:	Special
Area of Effect:	Wearer and his equipment
Saving Throw:	None
XP Value:	1,500
Reference:	DMG, p. 148



The wearer of an *invisibility ring* is able to become invisible at will, instantly. This nonvisible state is exactly the same as the state caused by the wizard spell *invisibility*, except that 10% of these rings have *inaudibility* as well, making the wearer absolutely silent. If the wearer wishes to speak, he breaks all silence features in order to do so.

Ring of Jumping

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	3
Duration:	4 uses per day
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 148



The wearer of this ring is able to leap 30' ahead or 10' backward or straight up, with an arc of about 2' for every 10' traveled. The ring does not ensure safety in landing or grasping at the end of a leap. The wearer must use the ring's power carefully, for it can perform only four times per day.

Ring of Mammal Control

Type:	Ring
Usable By:	Any
Range:	Line of sight/sound
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 148

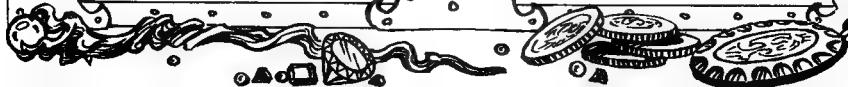
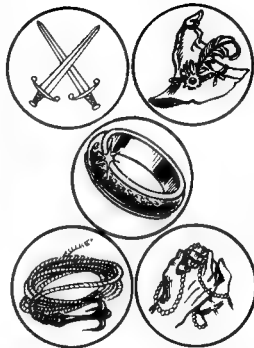


This ring enables its wearer to exercise complete control over mammals with Intelligence of 4 or less (animal or semi-intelligent mammals). Up to 30 Hit Dice of mammals can be controlled. The wearer's control over creatures is so great that he can even command them to kill themselves, but complete con-

centration is required. (Note: The ring does not affect bird-mammal combinations, humans, semi-humans, and monsters such as lammasu, shedu, manticores, etc.) If the DM is in doubt about whether any creature can be controlled by the wearer of this ring, assume it can't be controlled.

Ring of Mind Shielding

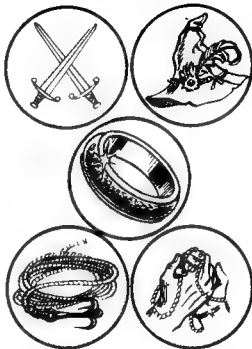
Type: Ring
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 500
Reference: *DMG*, p. 148



This ring is usually of fine workmanship and wrought from heavy gold. The wearer is completely immune to *ESP*, *detect lie*, and *know alignment*.

Ring of Multiple Wishes

Type:	Ring
Usable By:	Any
Range:	Special
Speed/Casting Time:	Special
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	5,000
Reference:	DMG, p. 151

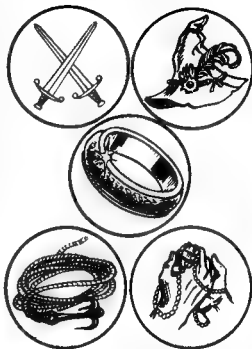


This ring contains 2–4 *wish* spells. As with any wish, the DM should be very judicious in handling the request. If players are greedy and grasping, the DM should interpret their wording exactly, twist the wording, or simply rule the request is beyond the power of

the magic. In any case the wish is used up, whether or not the wish was granted and regardless of the DM's interpretation of the wisher's request. No wish can cancel the decrees of god-like beings unless it comes from another such creature.

Ring of Protection

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000 per +1 of protection
Reference:	<i>PHB</i> , pp. 148-49



A *ring of protection* improves the wearer's Armor Class value and saving throws vs. all forms of attack. A *ring +1* betters the wearer's AC by 1 (say, from 10 to 9) and affords a bonus of +1 on saving throw die rolls. The magical properties of a *ring of protection* are cumulative with all other magical items of protection except as follows:

1. The ring does not improve Armor Class if magical armor is worn, although it does add to saving throw die rolls.

2. Multiple *rings of protection* operating on the same person, or in the same area, do not combine protection. Only one such ring—the strongest—functions, so a pair of *protection rings +2* provides only +2 protection.

To determine the value of a *protection ring*, use the following table:

D100

Roll	Level of Protection
01-70	+1
71-82	+2
83	+2, 5' radius protection
84-90	+3
91	+3, 5' radius protection
92-97	+4 to AC, +2 to saving throws
98-00	+6 to AC, +1 to saving throws

The radius bonus of 5' extends to all creatures within its circle, but applies only to their saving throws (i.e., only the ring wearer gains Armor Class additions).

Ring of Randomness

Type:	Ring
Usable By:	Priests
Range:	Special
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	None
XP Value:	None
Reference:	<i>Tome</i> , p. 129



When an *identify* spell is cast on this cursed clerical ring, it radiates the aura of a beneficial ring to disguise its nature. Roll 1d100 to determine the ring's power.

D100

Roll	Power
01-25	<i>Protection from evil</i>
26-40	<i>Continual light</i>
41-60	<i>Bless</i>
61-70	<i>Cure light wounds</i>
71-80	<i>Remove fear</i>
81-90	<i>Heat metal</i>
91-00	<i>Cure blindness or deafness</i>

A ring can be used three times per day at the 12th level of ability. Each ring functions normally half the time, providing the indicated power. However, the ring's curse causes the *reverse* of the desired effect to

manifest 50% of the time. The DM should roll secretly each time the ring is used to determine whether the result is the desired effect or the reversed effect. Thus, a person casting *continual light* has a 50% chance of getting either light or darkness.

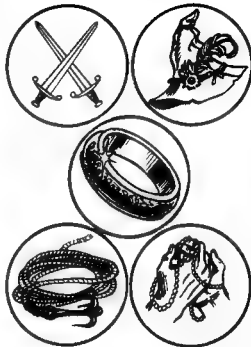
If the ring is used to cure blindness or deafness, a reversed result yields a special curse. Since *cause blindness* has no effect on a blind character, the ring further distorts the spell effect by shifting to *cause deafness*. A priest attempting to cast *cure blindness* and whose ring indicated a reversed result would cause his victim to become deaf.

In addition, the priest runs the risk of his spells reversing every time he uses a reversible spell (even those cast normally).

The ring can be removed only with a successfully cast *dispel magic* spell.

Ring of Regeneration

Type: Ring
Usable By: Any
Range: 0
Speed/Casting
Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 5,000
Reference: *DMG*, p. 149



The standard *ring of regeneration* restores 1 point of damage per turn (and eventually replaces lost limbs or organs). It even brings its wearer back from death. (If death was caused by poison, however, a saving throw must be successfully rolled or the wearer dies again from the poison still in his system.) Only total destruction of all living tissue by fire or acid or similar means prevents regeneration. Of course, the ring must be worn, and its removal stops the regeneration process.

A rarer kind of *ring of regeneration* is the *vampiric regeneration ring*. This bestows half (fractions dropped) of the value of hit points of damage the wearer inflicts upon

opponents in hand-to-hand (melee, nonmissile, nonspell) combat immediately upon its wearer. It does not otherwise cause regeneration or restore life, limb, or organ. For example, if a character wearing the ring inflicts 10 points of damage, he adds 5 to his current hit point total. The creature struck still loses 10 points.

To determine which type of ring is discovered, roll percentile dice:

01-90	<i>Ring of regeneration</i>
91-00	<i>Vampiric regeneration ring</i>

In no case can the wearer's hit points exceed his usual maximum.

Ring of Resistance

Type: Ring
Usable By: Wizards
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Wearer
Saving Throw: None
XP Value: 1,000
Reference: *Tome*, p. 129



This ring grants a wizard a saving throw bonus identical to the bonus gained by a specialist in a particular school of magic. The magical school affected is randomly determined on the table below by rolling 1d8.

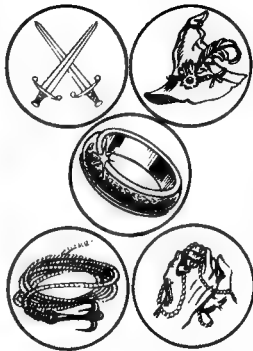
D8 Roll	Affected School
1	Abjuration
2	Alteration
3	Conjuration/Summoning
4	Enchantment/Charm
5	Illusion/Phantasm
6	Invocation/Evocation
7	Lesser/Greater Divination
8	Necromancy

When required to save against a spell from that school, the wearer gains a +1 bonus to his saving throw. When the wearer casts a spell from that school, his opponent suffers a -1 modifier to all saving throws. This ring does not allow a wizard to cast spells from a school in opposition to his own.

These modifiers are cumulative with all others, including those in effect for specialization.

Ring of the Ram

Type:	Ring
Usable By:	Any
Range:	Special
Speed/Casting	
Time:	3
Duration:	N/A
Area of Effect:	Special
Saving Throw:	Special
XP Value:	750
Reference:	DMG, p. 149



This ornate ram's-head-shaped ring can be of any hard metal. Anyone who attempts a *detect magic* on the ring discovers an *evocation* on it.

The ring gives forth a force in a shape resembling the head of a ram or goat, striking a target for 1d6 points of damage per charge expended (maximum of two). A victim who fails to save vs. spell is knocked down. The range of this power is 30'. The target of the blow applies the following adjustments to the saving throw: Target smaller than man-sized: -1; larger than man-sized: +2; Strength under 12: -1; Strength of 18-20: +3; Strength over 20: +6; four or more legs: +4; over 1,000 lbs. weight: +2; two charges expended: -1; three charges expended: -2. The DM can always make circumstantial adjustments.

The ring also has the power to open doors as if a person of 18/00 Strength were doing so (19 Strength for two charges and 20 Strength for three). Magically *held* or *locked* portals can be opened this way.

Structural damage from the ramlike force is identical to an actual battering ram, with double or triple damage accruing for applications of two or three charges. Magical items struck by the ramlike force must save vs. crushing blow if three charges are used; otherwise, the force does not affect them. Nonmagical items which are the target of the force save vs. crushing blow from the impact.

A ring of this sort has from 6-10 charges when discovered, rechargeable by a wizard employing *enchant an item* and *Bigby's clenched fist* in combination.

Ring of Shocking Grasp

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	Special
Area of Effect:	Opponent
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 149



This ordinary-seeming ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. If the wearer attempts to touch an enemy with the hand upon which the ring is worn, a successful attack roll delivers 1d8 + 6 points of damage to the target.

After three discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for one turn. When actually functioning, this ring causes a circular, charged extrusion to appear on the palm of the wearer's hand.

Ring of Shooting Stars—Indoor/ Underground Functions

Type:	Ring
Usable By:	Any
Range:	Special
Speed/Casting	
Time:	5
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	3,000
Reference:	PHB, pp. 149-50



Indoors at night, or underground, the *ring of shooting stars* has the following properties:

Faerie fire (twice per day)—
as the spell

Spark shower (once per day)

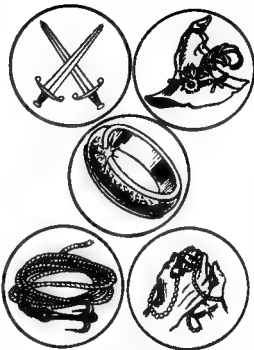
The *spark shower* is a flying cloud of sizzling purple sparks, which fan out from the ring for a distance of 20' to a breadth of

10'. Creatures within this area suffer 2d8 points of damage each if no metal armor is worn or held. Characters wearing metal armor or carrying a metal weapon receive 4d4 points of damage.

Range, duration, and area of effect are the minimum for the comparable spell unless otherwise stated.

Ring of Shooting Stars—Outdoor Functions

Type:	Ring
Usable By:	Any
Range:	Special
Speed/Casting Time:	5
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	3,000
Reference:	PHB, pp. 149-50



During night hours, under the open sky, this ring performs: *Dancing lights* (1/hour); *light*, as the spell (2/night), 120' range; *ball lightning*, described below (1/night); *shooting stars* (special).

The *ball lightning* function releases 1d4 balls of lightning at will. The wearer controls them as *dancing lights*, with a 120' range, a four-round duration, and a 120'-per-round movement. Anyone touching or approaching within five feet of the 3' sphere dissipates its charge (save vs. spell halves damage). The charge values are: 4 balls—2d4 damage each; 3 balls—2d6 damage each; 2 balls—5d4 damage each; 1 ball—4d12 damage. Release can be one at a time or all at once, during one round or as needed through the night.

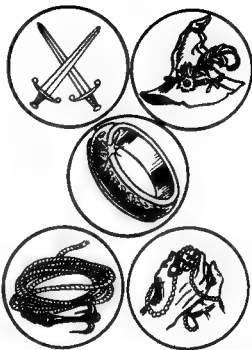
Also outside at night, three fiery-tailed

shooting stars can be released from the ring each week, together or one at a time. They impact for 12 points of damage and burst (as a *fireball*) in a 10'-diameter sphere for 24 points of damage. Creatures struck take full damage from the impact plus full damage from the burst. Creatures within the burst must save vs. spell to suffer half damage. Range is 70', at the end of which the burst occurs unless an object or creature is struck before that. The shooting stars follow a straight line path. A creature in the path must save vs. spell or be hit by the missile. Saving throws suffer a -3 penalty within 20' of the ring wearer, -1 from 21' to 40', and are normal beyond 40'.

Range, duration, and area of effect are the minimum for the comparable spell unless otherwise stated.

Ring of Spell Turning

Type: Ring
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Special
Saving Throw: Special
XP Value: 2,000
Reference: DMG, p. 150



See the *DMG* for more details.

Spells immune from the effects of this item: 1. Area spells not cast directly at the wearer; 2. Touch spells; 3. Magic in devices triggered without spellcasting. (A scroll spell is *not* considered a device.)

1d10×10% of a spell cast at the wearer rebounds at the caster. If a spell allows a saving throw, the wearer gains a bonus equal to the number rolled on the above 1d10 roll. The caster gets a bonus equal to the number rolled, subtracted from 10.

A save is allowed for spells that usually don't have one if 20% to 80% is turned. The save adjustment is calculated as above. No adjustments are made for race, magical items, or any other condition, including existing spells. To save, the character must have a modified die roll of 20 or greater. A

successful save negates the spell.

Assess duration and spell damage according to the percentage determined, rounding fractions to the nearest whole number. The effects of permanent spells for both characters remain unchanged.

When spells affecting a number of levels are used, they must affect as many levels as the wearer and the caster combined, in which case the procedure above applies.

If the caster and recipient both wear *spell turning rings*, one of the following results takes place (roll 1d100): 01–70, spell drains away; 71–80, spell fully affects both; 81–97, both rings permanently lose power; 98–00, both individuals go through a rift into the Positive Material plane.

A ring wearer who wants to receive a spell must remove the ring.

Ring of Spell Storing

Type: Ring
Usable By: Wizards, Priests
Range: Special
Speed/Casting Time: 5
Duration: Special
Area of Effect: Special
Saving Throw: Special
XP Value: 2,500
Reference: DMG, p. 150



A *ring of spell storing* contains $1d4 + 1$ spells which the wearer can employ as if he were a spellcaster of the level required to use the stored spells. The class of spells contained within the ring is determined as follows:

D100 Roll Class

01-70	Wizard
71-00	Priest

The level of each spell is determined by rolling $1d6$ (for priests) or $1d8$ (for wizards). The number rolled is the level of the spell, as follows:

Priest: $1d6$; if 6 is rolled, roll $1d4$ instead
Wizard: $1d8$; if 8 is rolled, roll $1d6$ instead

The spell type of any given level contained by the ring is also randomly determined.

The ring empathically imparts to the wearer the names of its spells. Once spell class, level, and type are determined, the properties of the ring are fixed and unchangeable. Once a spell is cast from the ring, it can be restored only by a character of appropriate class and level of experience (e.g., a 12th level wizard is needed to restore a 6th level magical spell to the ring). Stored spells have a casting time of 5.

Ring of Sustenance

Type: Ring
Usable By: Any
Range: 0
Speed/Casting Time: 1 week
Duration: 1 week
Area of Effect: Wearer
Saving Throw: None
XP Value: 500
Reference: DMG, p. 150

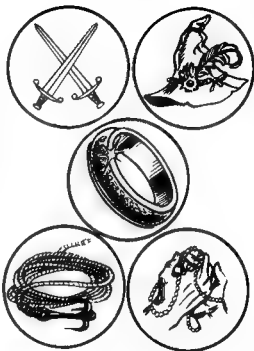


This magical ring provides its wearer with life-sustaining nourishment, even though he or she might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of eight hours of sleep.

The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to reattune it to himself. After functioning for any period of seven consecutive days, a *ring of sustenance* ceases to function for a week while it replenishes itself.

Ring of Swimming

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	Special
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 150

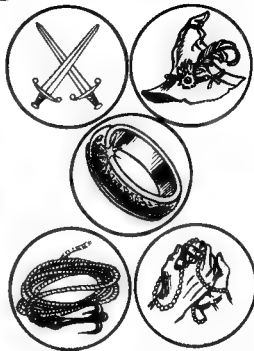


The *ring of swimming* bestows upon the wearer the ability to swim at a full 21 base speed. (This assumes, of course, that the wearer is clad in garments appropriate for such activity.) The ring further enables the wearer to dive up to 50' into water without injury, provided the depth of the water is at least

1 $\frac{1}{2}$ ' deep per 10' of diving elevation. The wearer can stay underwater for up to four rounds without needing a breath of air. Surface swimming can continue for four hours before a one-hour rest (floating) is needed. The ring confers the ability to stay afloat under all but typhoonlike conditions.

Ring of Telekinesis

Type:	Ring
Usable By:	Any
Range:	120 yards
Speed/Casting	
Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	None
XP Value:	2,000
Reference:	DMG, p. 150

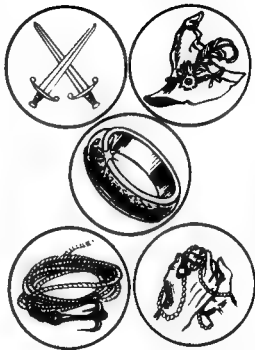


This ring enables the wearer to manipulate objects in the same manner as the 5th level wizard spell *telekinesis*. The amount of weight the wearer can move varies. Roll percentile dice to find the strength of the ring:

01-25	25 lbs. maximum
26-50	50 lbs. maximum
51-89	100 lbs. maximum
90-99	200 lbs. maximum
00	400 lbs. maximum

Ring of Three Wishes

Type:	Ring
Usable By:	Any
Range:	Special
Speed/Casting Time:	Special
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	3,000
Reference:	DMG, p. 151



This ring contains three *wish* spells instead of a variable number. It is possible (25%) that a *three wish* ring contains only *limited wish* spells.

As with any wish, the DM should be very judicious in handling the request. If players are greedy and grasping, the DM should interpret their wording exactly, twist the wording, or

simply rule the request is beyond the power of the magic. In any case the wish is used up, whether or not the wish was granted and regardless of the DM's interpretation of the wisher's request. No wish can cancel the decrees of godlike beings unless it comes from another such creature.

Ring of Truth

Type: Ring
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Special
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 150

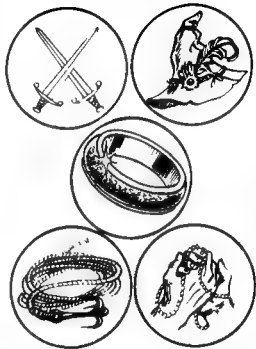


A *ring of truth* is a mixed blessing. The wearer can detect any lie told to him, but he is unable to tell any sort of falsehood himself. If the wearer tries to tell a lie, he finds himself speaking the literal truth instead. On the plus side, the wearer is able to discern the last lie told by another—in fact, the power of the ring causes the voice of the liar to rise to a falsetto.

If the wearer of the ring encounters magic that enables falsehoods to be spoken without detection (such as an *undetectable lie* spell or a *philter of glibness*), no lie is detected. However, the ring wearer finds himself unable to hear the voice of the person so influenced, whether or not he is trying to listen. This, of course, reveals the lie indirectly.

Ring of X-Ray Vision

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	4,000
Reference:	DMG, p. 151



The wearer is able to see into and through substances impenetrable to normal sight. Vision range is 20', with the viewer seeing as if he were looking at something in normal light. Penetration is as follows:

Substance Scanned	Thickness Penetrated per Round	Maximum Thickness
Animal matter	4'	20'
Vegetable matter	2 1/2'	20'
Stone	1'	10'
Iron, steel, etc.	1"	10"
Lead, gold, platinum	nil	nil

It is possible to scan up to 100 square feet of area during one round. Thus, during one round the wearer of the ring could scan an area of stone 10' wide and 10' high. Alternative-

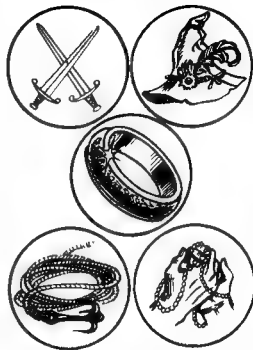
ly, he could scan an area 5' wide and 20' high.

Secret compartments, drawers, recesses, and doors are 90% likely to be located by x-ray vision scanning. Even though this ring enables its wearer to scan secret doors, traps, hidden items, and the like, it also limits his use of the power, for it drains 1 point of Constitution if used more frequently than once every six turns. If it is used three turns in one hour, the user loses 2 points from his total Constitution score, 3 if used four turns, etc.

This Constitution loss is recovered at 2 points per day of rest. If Constitution reaches 2, the wearer is exhausted and must rest immediately. No activity, not even walking, can be performed until Constitution returns to 3 or better.

Ring of Water Walking

Type: Ring
Usable By: Any
Range: 0
Speed/Casting Time: N/A
Duration: N/A
Area of Effect: Up to 1,200 lbs., including the wearer
Saving Throw: None
XP Value: 1,000
Reference: DMG, p. 150

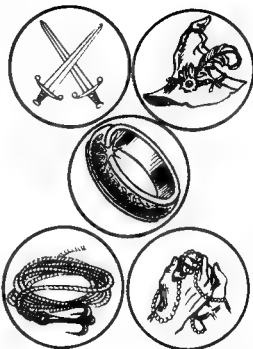


This ring enables the wearer to walk on any liquid without sinking into it—this includes mud, quicksand, oil, running water, and even snow. Up to 1,200 pounds can be supported by a *ring of water walking*. The ring wearer's feet do not actu-

ally contact the surface he is walking upon (but oval depressions about 1 1/2" deep per 100 pounds of weight of the walker will be observed in hardening mud or set snow). The wearer moves at his standard movement rate.

Ring of Warmth

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	1,000
Reference:	DMG, p. 150



This ring provides its wearer with body heat even in conditions of extreme cold when the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of 1 point per turn. It provides a saving throw bonus of +2 vs. cold-based attacks, and reduces cold-based damage sustained by -1 per die.

Ring of Water Elemental Command

Type:	Ring
Usable By:	Any
Range:	Special
Speed/Casting	
Time:	3
Duration:	Special
Area of Effect:	Special
Saving Throw:	Special
XP Value:	5,000
Reference:	<i>DMG</i> , p. 148



This appears to be a *ring of water walking* until a DM-determined condition is met.

The ring has these traits: 1. Water elementals can't attack or approach within 5' of the wearer, who may forego this safety and attempt to *charm* the creature (-2 saving throw). If the *charm* fails, protection is lost and no further charming may be tried, but **secondary properties** (see below) function with respect to the elemental. 2. Creatures, other than normal elementals, from the plane of Water suffer -1 penalties to attack rolls. The wearer takes damage at -1 per Hit Die and makes saving throws from the creature's attacks at +2. The wearer attacks with a +4 bonus (or -4 on the creature's saving throw) and inflicts +6 damage (total, not per die), adjusted by applicable bonuses and penalties. *Any* weapon hits those

creatures. 3. The wearer can talk to similarly aligned elementals/elemental creatures, who recognize that he wears the ring and show a healthy respect. Creatures of opposing alignments fear the wearer if he is strong, hate and desire to slay him if he is weak (as determined by the DM). 4. The wearer suffers a -2 saving throw penalty vs. lightning/electricity. 5. Only one of the ring's powers can be used at a time.

Secondary properties: *Purify water, create water* (1/day), *water breathing* (5' rad.), *wall of ice* (1/day), *airy water, lower water* (2/ week), *part water* (2/week), *water walking*.

This ring operates at 12th level, or at the minimum level needed to cast the same magical spell if greater. The additional powers have an initiative modifier of +5.

Ring of Weakness

Type:	Ring
Usable By:	Any
Range:	0
Speed/Casting Time:	Special
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	None
Reference:	<i>PHB</i> , pp. 150-51



This cursed ring causes the wearer to lose 1 point of Strength and 1 point of Constitution per turn until the individual reaches 3 in each ability. This loss is not noticeable until the individual actually observes his weakened state through some exertion (such as combat or heavy lifting). The ring can also make the wearer invisible at will (at the cost of double the standard rate of Strength and Constitution loss). When the affected abilities reach 3, the wearer is unable to function in his class.

Points lost from the ring are restored by rest on a one-for-one basis, with 1 point of each ability lost being restored in one day of rest. The *ring of weakness* can be removed

only if a *remove curse* spell, followed by *dispel magic*, is cast upon the ring.

There is a 5% chance that this procedure reverses the ring's effect, changing it to a *ring of berserk strength*. This increases Strength and Constitution at a rate of 1 point per ability per turn, to a maximum of 18 each (roll percentile dice for bonus Strength if the wearer is a warrior). However, once 18 is reached in both abilities, the wearer immediately melees with any opponent he meets, regardless of circumstances. Berserk Strength points are lost when the ring is removed (by casting a *remove curse*), as are Constitution points gained.

Ring of Wizardry

Type:	Ring
Usable By:	Wizards
Range:	0
Speed/Casting	
Time:	N/A
Duration:	N/A
Area of Effect:	Wearer
Saving Throw:	None
XP Value:	4,000
Reference:	<i>DMG</i> , p. 151



This ring doubles the number of spells a wizard can prepare each day in one or more spell levels. Only wizards can benefit from a *ring of wizardry*. Other classes, even those with spell ability, can neither use nor understand the working of such a ring. To determine the properties of a given ring, use the table below:

01-50	Doubles 1st level spells
51-75	Doubles 2nd level spells
76-82	Doubles 3rd level spells
83-88	Doubles 1st and 2nd level spells
89-92	Doubles 4th level spells
93-95	Doubles 5th level spells
96-99	Doubles 1st through 3rd level spells
00	Doubles 4th and 5th level spells

Rod of Absorption

Type: Rod
Usable By: Wizards, Priests
Range: Special
Speed/Casting Time: 1
Duration: N/A
Charges: 50 spell levels
Area of Effect: Special
Saving Throw: None
XP Value: 7,500
Reference: DMG, p. 151



This rod draws into itself magic spells of any nature (priest or wizard), nullifies their effects, and stores the potential until the wielder releases it as magic of his own casting. The magic absorbed must have been directed at the wielder, who can detect a spell's level as the rod absorbs it.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th level spell and a 3rd level spell has nine absorbed levels. The wielder can use captured spell energy to cast any memorized spell, at a casting time of 1, without loss of spell memory. The levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast.

The *rod of absorption* can never be recharged. It absorbs 50 spell levels and can

thereafter only discharge any remaining potential it might have. The wielder knows the rod's limit has been reached upon grasping it. Used charges indicate that it has already absorbed some of its maximum of 50 spell levels and that some of those have been used.

A more specific example: A priest uses a *rod of absorption* to nullify the effect of a mage's *hold person* spell. The rod has now absorbed three spell levels and can absorb 47 more. The cleric can cast any 1st, 2nd, or 3rd level spell he has memorized, without memory loss of that spell. Assume the cleric himself now casts *hold person*. This spell is only 2nd level to him, so the rod still holds one spell level of potential, can absorb 47 more, and has disposed of two charges permanently.

Rod of Alertness

Type:	Rod
Usable By:	Any
Range:	Special
Speed/Casting	
Time:	Special
Duration:	Special
Charges:	1d10 + 40 (maximum)
Area of Effect:	Special
Saving Throw:	None
XP Value:	7,000
Reference:	<i>PHB</i> , pp. 151-52



This rod appears to be a *footman's mace* +1. It has eight flanges on its macelike head. The rod bestows +1 to the possessor's die rolls for being surprised, and in combat the possessor gains -1 on initiative die rolls. If it is grasped firmly, the rod enables the character to *detect alignment, evil, good, illusions, invisibility, lie, or magic* without expending any of the charges in the rod.

If the rod is planted in the ground and the possessor wills it to alertness, it "senses" any creature within a 120' radius, provided the creature intends to harm the possessor. Each of the flanges on the rod's head then casts a *light* spell along one of the compass directions, out to a 60' range. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor

in a 20' radius. The rod immediately sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature(s) within the 120' radius.

The rod can be used to simulate the casting of an *animate object* spell, using 16 (maximum) objects designated by the possessor and placed roughly around the perimeter of a 6' circle centered on the rod. The objects can be shrubs, branches, etc.

All of the rod's protective functions require one charge. The *animate object* power requires one additional charge, so if all of the rod's protective devices are utilized at once, two charges are expended.

The rod can be recharged by a priest of 16th level or higher, as long as at least one charge remains in the rod.

Rod of Beguiling

Type: Rod
Usable By: Wizards, rogues,
priests
Range: 0
Speed/Casting
Time: 1
Duration: 1 turn per charge
Charges: 1d10 + 40
(maximum)
Area of Effect: 20' radius
Saving Throw: None
XP Value: 5,000
Reference: DMG, p. 152



This rod enables its possessor to radiate an emotional and mental wave of fellowship to all creatures with any Intelligence whatsoever (1 or higher Intelligence). The rod causes all such creatures within a 20' radius of the device to regard the wielder as their comrade, friend, or mentor (no saving throw).

The beguiled creatures love

and respect the rod wielder. They listen, trust, and obey him insofar as communication is possible, and instructions given don't consign the beguiled to needless injury or destruction or go against their nature or alignment. Each charge of the rod beguiles for one turn. It can be recharged.

Rod of Cancellation

Type:	Rod
Usable By:	Any
Range:	0
Speed/Casting	
Time:	1
Duration:	Permanent
Charges:	One
Area of Effect:	Special
Saving Throw:	Special
XP Value:	10,000
Reference:	DMG, p. 152



This dreaded rod is a bane to all classes, for its touch drains items of all magical properties unless a saving throw vs. the cancellation is made. Contact is made by making a normal attack roll in melee combat.

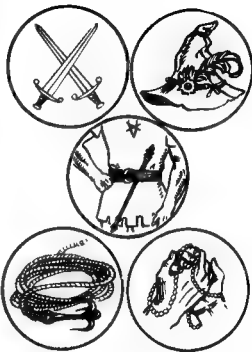
To find out if the draining can be prevented, a d20 roll must be made for the target item. If the die roll results in a number equal to or higher than the number listed on the table above, the target is unaffected. If the roll is lower, the item is drained. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are not restorable, even by *wish*.

Saving Throw	Item
20	Potion
19	Scroll
17	Ring
14	Rod
13	Staff
15	Wand
12	Miscellaneous magical item
3	Artifact or relic
11 (8)	Armor or shield (if +5)
9 (7)	Sword (holy sword)
10	Miscellaneous weapon*

* Several small items, such as magical arrows or bolts together in one container, are drained simultaneously.

Rod of Distortion

Type: Rod
Usable By: Any
Range: 0
Speed/Casting Time: 1
Duration: 1 round
Charges: 1d10 + 40
(maximum)
Area of Effect: 20' radius
Saving Throw: None
XP Value: 5,000
Reference: *Tome*, p. 130



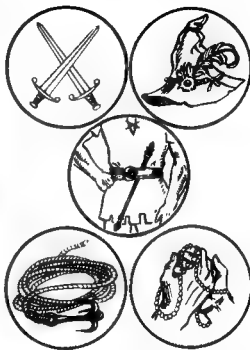
This unpredictable device is capable of affecting the operation of all rods, staves, and wands within a 20' radius for a single round. The wielder rolls 1d20. On a roll of 1-15, the *rod of distortion* does not influence other items. On a roll of 16-19, it acts as a *wand of negation* and rods, staves, and wands within 20' simply do not function during that round (but are otherwise unaffected). On a roll of 20, the *rod of distortion* completely disrupts

the functioning of rods, staves, and wands. This distortion results in the backfiring of these devices, causing maximum damage to their users if the item is used during that round (e.g., a *wand of lightning* fires a backward-directed bolt, striking its user; a *rod of cancellation* affects one random magical item possessed by its owner; and so on). Items used by the wielder of the rod are unaffected.

This rod cannot be recharged.

Rod of Flailing

Type:	Rod
Usable By:	Any
Range:	0
Speed/Casting	
Time:	As weapon
Duration:	Special
Area of Effect:	Special
Saving Throw:	None
XP Value:	2,000
Reference:	DMG, p. 152



This magical weapon faintly radiates of alteration magic when subjected to a *detect magic* spell. Upon the command of its possessor, the weapon activates, changing from a normal-seeming rod to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon (base damage 1d4 + 1, S-M/L); otherwise, it is a footman's weapon (base damage 1d6 + 1/2d4, S-M/L).

In either form, the weapon offers a +3 bonus to attack and damage rolls. Each of the weapon's two heads can be used to attack, so double hits can be scored, either on a single opponent or on two opponents who

are man-sized or smaller and standing side by side.

If the holder of the rod expends one charge, he gains +4 bonuses to his Armor Class and saving throws for one turn. The rod need not be in weapon-form for this protection benefit to be employed. Transforming it into a weapon (or back into a rod) does not expend any charges.

Although wizards cannot use flails in combat, they are not prevented from enjoying the Armor Class and saving throw benefits afforded by this item, so they "technically" still may use the *rod of flailing*.

Rod of Lordly Might

Type: Rod
Usable By: Warriors
Range: 0
Speed/Casting Time: As weapon
Duration: Special
Charges: 1d10 + 40
(maximum)
Area of Effect: Special
Saving Throw: Special
XP Value: 6,000
Reference: DMG, p. 152



See the *DMG* for a full description of this extremely complicated item..

This rod weighs 10 pounds, requiring 16 or greater Strength (-1 attack penalty for each point of Strength below 16).

The spell-like functions of the rod are: *Paralyzation* upon command and touch; *fear* upon all enemies viewing it, if the wielder so desires (6' range); *drain* 2d4 hit points from a touched opponent and bestow them upon the wielder (up to his normal maximum). Each function expends one charge. Victims get saving throws vs. spell, with the exception of the draining function—this requires a successful hit during melee.

The weapon functions of the rod do not expend charges. These are: *mace* +2; *sword of flame* +1 when button #1 is pushed; *battle axe* +4 when button #2 is pushed; *spear*

+3 when button #3 is pushed (see the *DMG*).

Mundane uses do not use charges: Climbing pole when button #4 is pushed, extending 5' to 50'—it retracts by pushing button #5. (Once again, see the *DMG*.)

The ladder function can also be used to force open doors. The rod's base is planted 30' or less from the portal to be forced and is in line with it. The force exerted is equal to storm giant Strength.

When button #6 is pushed, the rod indicates magnetic north and gives the holder his approximate depth beneath the surface (or height above it).

The rod cannot be recharged. When exhausted, spell-like functions and all weapon functions except the *mace* +2 cease. The rod still works in all other ways.

Rod of Passage

Type: Rod
Usable By: Any
Range: 1
Speed/Casting Time: Special
Duration: Special
Charges: 1d10 + 40
(maximum)
Area of Effect: Special
Saving Throw: Special
XP Value: 5,000
Reference: DMG, p. 153



This potent item allows its wielder to perform any of the following, one at a time, once per round: *astral travel*, *dimension door*, *passwall*, *phase door*, and *teleport without error*. It is necessary to expend one charge to activate the rod, but once it is activated the possessor can perform each of the listed functions one time. The rod remains charged for one day, or until each of the five functions is used. None of the functions can be used a second time unless another charge is expended, whereupon all five of the functions again become available.

With respect to *astral travel*, the wielder can elect to use the rod on as many as five creatures (one of which must be the wielder himself). Each creature then takes on astral form and can travel in that form. Any re-

maining functions of the rod are canceled by this action (for one day). The *rod of passage* travels into the Astral plane along with the wielder and the other affected creatures, and the rod cannot be used or reactivated until it is returned from the Astral plane.

This five-in-one effect doesn't work with respect to the rod's other powers; only *astral travel* can be used more than once per activation, and only in the manner described above.

The rod exudes a magical aura of the alteration and evocation sort. Because the physical bodies of the travelers, and their possessions, are actually empowered to become astral, the recharging of the rod requires a wizard of 20th level or higher.

Rod of Resurrection

Type: Rod
Usable By: Priests
Range: 0
Speed/Casting Time: 1
Duration: N/A
Charges: 1d10 + 40
(maximum)
Area of Effect: 1 creature
Saving Throw: None
XP Value: 10,000
Reference: DMG, p. 153



This rod enables a cleric to resurrect the dead—even elf, dwarf, gnome, or halfling—as if he were of high enough level to cast the *resurrection* spell. No rest is required, as the rod bestows the life giving effects.

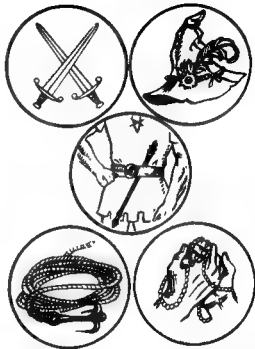
The rod can be used once per day. The number of charges used to resurrect a character depends on class and race. See the total number of charges indicated for the dead character's class and race on the table.

Multi-classed characters use the least favorable category. The rod cannot be recharged.

Class	Charges	Race	Charges
Cleric	1	Dwarf	3
Druid	2	Elf	4
Fighter	2	Gnome	3
Paladin	1	Half-elf	2
Ranger	2	Halfling	2
Mage	3	Human	1
Illusionist	3		
Thief	3		
Bard	2		

Rod of Rulership

Type: Rod
Usable By: Any
Range: 120'
Speed/Casting Time: 5
Duration: 1 turn per charge
Charges: 1d10 + 40
(maximum)
Area of Effect: 120' radius
Saving Throw: Special
XP Value: 8,000
Reference: DMG, p. 153

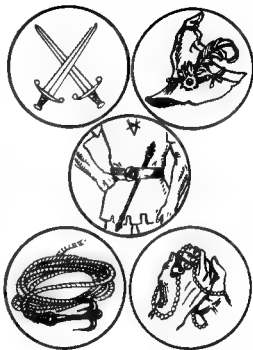


The individual who possesses this magic rod is able to command the obedience and fealty of creatures within 120' by activating the device. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice/levels are entitled to a saving throw vs. spell. Ruled creatures obey

the wielder of the *rod of ruler-ship* as if he were their absolute sovereign. Still, if the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the magic is broken. The rod has a casting time of 5. Each charge lasts for one turn. The rod cannot be recharged.

Rod of Security

Type: Rod
Usable By: Any
Range: 0
Speed/Casting Time: 1
Duration: 200 day maximum
Charges: 1d10 + 40
(maximum)
Area of Effect: Special
Saving Throw: None
XP Value: 3,000
Reference: DMG, p. 153



This item creates a nondimensional space where the wielder and as many as 199 other creatures can stay in complete safety for a period of time, the maximum being 200 days divided by the number of creatures affected. Thus, the wielder alone can stay for 200 days, four creatures can stay for 50 days, and so on. All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.

In this "paradise," creatures don't age (except from magical causes such as the casting of a *wish* spell), and natural healing and curing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable, and protection from the elements is not necessary.

Activation of the rod causes the wielder and as many creatures as were touched with the item to be transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, allowing all to be "touched" by the rod at once.)

When the rod's effect is canceled or expires, all of the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for "re-entry."

The rod can be recharged by the joint efforts of a priest of 16th or higher level and a wizard of 18th or higher level.

Rod of Smiting

Type: Rod
Usable By: Wizards, priests
Range: 0
Speed/Casting Time: 1
Duration: N/A
Charges: 1d10 + 40
(maximum)
Area of Effect: Opponent
Saving Throw: None
XP Value: 4,000
Reference: DMG, p. 153



This rod is a +3 magical weapon that inflicts $1d8 + 3$ points of damage. Against golems, the rod causes $2d8 + 6$ points of damage, and any score of 20 or better completely destroys the golem. Any hit upon a golem drains one charge.

The rod causes normal damage ($1d8 + 3$) vs. creatures of the outer planes. Any score of 20 or better draws off one charge and causes triple damage: $(1d8 + 3) \times 3$. The rod cannot be recharged.

Rod of Splendor

Type: Rod
Usable By: Any
Range: Special
Speed/Casting Time: 1
Duration: Special
Charges: 1d10 + 40
(maximum)
Area of Effect: Special
Saving Throw: None
XP Value: 2,500
Reference: DMG, p. 153



The possessor is automatically and continually bestowed with a Charisma of 18 for as long as the item is held or carried. Whatever garments the possessor wears (including armor) appear to be of the finest quality and condition, although no special magical benefit is enjoyed.

The expenditure of a charge creates and garbs the wielder in fine clothing and adornments of furs and jewels. Apparel created remains in existence unless the possessor attempts to sell any part of it, or if any of the garb is forcibly taken from him. In either case, all of the apparel disappears. The garments may be freely given to others, however, remaining whole and sound afterward. Characters bedecked in a magically created outfit can't replace or add garments by expending another charge—the

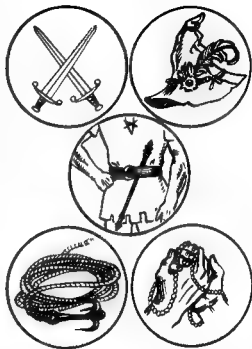
charge is simply wasted. The value of garb created by the wand is from 7,000 to 10,000 gp ($1d4 + 6$). The fabric is worth 1,000 gp, furs 5,000 gp, and jewel trim from 1,000 to 4,000 gp.

The second special power of the rod, also requiring one charge, is the creation of a palatial tent—a huge pavilion of silk encompassing between 1,500 and 3,000 square feet. Inside the tent are temporary furnishings and food sufficient to entertain as many as 100 persons. The tent and its trappings last for one day, when it may be maintained by expending another charge. If the extra charge isn't spent, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

This rod cannot be recharged.

Rod of Terror

Type: Rod
Usable By: Any
Range: 0
Speed/Casting Time: 1
Duration: Special
Charges: 1d10 + 40
(maximum)
Area of Effect: Special
Saving Throw: Special
XP Value: 3,000
Reference: DMG, p. 153



This rod is a +2 magical weapon capable of inflicting $1d6 + 3$ points of damage per hit. Furthermore, the wielder can expend a charge to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 30' who view him must roll successful saving throws vs.

rod or be struck motionless with terror. Those who succeed on their save suffer a -1 penalty to their morale scores and must make immediate morale checks.

Each time the rod is used, there is a 20% chance the wielder permanently loses 1 point from his Charisma score.

Staff of Command

Type: Staff
Usable By: Wizards, priests
Range: Special
Speed/Casting Time: 2
Duration: Special
Charges: 1d6 + 19
(maximum)
Area of Effect: Special
Saving Throw: Special
XP Value: 5,000
Reference: DMG, p. 154



This device has three functions, only two of which are effective if the wielder is a wizard; all three work when the staff is in a priest's hands. The three functions are:

Human influence: This has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids. The user can make a *suggestion* to any human or humanoid (saving throw applies). The user can also *charm* up to 21 levels/Hit Dice of human/humanoids (saving throws apply) just as if he were using the wizard spell, *charm person*. The two latter uses of the staff are applicable but once per day. *Suggestion* or *charm* has an initiative penalty of +3, and each draws one charge from the staff.

Mammal control/animal control: This power functions only as *mammal control* (as the ring of that name) when the staff is used by a wizard. In the hands of a priest it is a staff of *animal control* (as the potion of that name, all types of animals listed). Either use drains one charge per turn or fraction thereof.

Plant control: This function duplicates that of the potion of the same name, but for each 10-square-foot area of plants controlled for one turn or less, one charge is used. A wizard cannot control plants at all.

The staff can be recharged.

Staff of Curing

Type: Staff
Usable By: Priests
Range: 0
Speed/Casting Time: 2
Duration: N/A
Charges: 1d6 + 19
(maximum)
Area of Effect: Creature touched
Saving Throw: None
XP Value: 6,000
Reference: DMG, p. 154



This device can *cure disease*, *cure blindness*, *cure wounds* (3d6 + 3 hit points), or *cure insanity*. Each function drains one charge. The device can be used once per day on any person (dwarf, elf, gnome, half-elf, halfling included), and no function may be employed more than twice per day (i.e., the staff can function only eight times during a 24-hour period). It can be recharged.

Staff of the Elements

Type: Staff
Usable By: Elementalist
wizards

Range: 0
Speed: 2
Duration: N/A
Charges: 1d6 + 19
(maximum)

Area of Effect: Special
Saving Throw: Special
XP Value: 10,000

Reference: *Tome*, p. 130



See the *Tome of Magic* for a full description of this item. It appears to be a *staff +2*. The staff is charged by the life-force of an elemental trapped within, with charges equal to two times the Hit Dice of the elemental. Every time two charges are expended, the elemental loses 1 Hit Die. When all charges are used, the elemental dies and the staff becomes dormant.

If a dormant staff successfully strikes an elemental, the creature must save vs. staff. Failing that, the elemental is absorbed into the staff, thereby recharging the device. If successful, the creature avoids the effect, but suffers normal damage (1d6 + 2). The device can absorb just one elemental at a time, and only if the staff is dormant.

The staff holds the following powers that do not drain charges. Each may be used

once per day, even if the staff does not hold an elemental: *affect normal fires*, detect elementals within a 100' radius, *fool's gold*, *metamorphose liquids*, *wall of fog*.

An occupied staff has the following powers, depending upon the type of elemental trapped within (# of charges expended in parentheses): **Air**—*stinking cloud* (1), *wind wall* (1), *cloudkill* (2), *solid fog* (2), *airboat* (4), *suffocate* (4); **Earth**—*dig* (1), *Maximilian's stony grasp* (1), *passwall* (2), *transmute rock to mud* (2), *crystalbrittle* (4), *stone to flesh* (reversible)(4); **Fire**—*fireball* (1), *pyrotechnics* (1), *fire shield* (2), *wall of fire* (2), *Forest's fiery constrictor* (4), *Malec-Keth's flame fist* (4); **Water**—*water breathing* (1), *watery double* (1), *airy water* (2), *wall of ice* (2), *Abi-Dalzim's horrid wilting* (4), *transmute water to dust* (4).

Staff-Mace

Type: Staff
Usable By: Priests
Range: 0
Speed/Casting Time: As weapon
Duration: N/A
Charges: 1d6 + 19
(maximum)
Area of Effect: N/A
Saving Throw: None
XP Value: 1,500
Reference: DMG, p. 154



This clerical weapon appears to be a normal wooden staff of the type used when trekking in the wilderness. This item is typically made of bronzewood, reinforced by heavy bands and tips of iron. It gives off a very faint aura of alteration magic. Upon command, the *staff-mace*

takes on one of three forms, as desired by the possessor:

Quarterstaff: *quarterstaff* +3,
iron-shod

Great Mace: *footman's mace*
+1, iron

Mace: *horseman's mace* +2,
iron

Staff of the Magi

Type:	Staff
Usable By:	Wizards
Range:	Special
Speed/Casting	
Time:	2
Duration:	Special
Charges:	1d6 + 19 (maximum)
Area of Effect:	Special
Saving Throw:	Special
XP Value:	15,000
Reference:	DMG, p. 154



The following powers of this staff do not drain charges: *Detect magic*, *enlarge*, *hold portal*, *light*, and *protection from evil/good*.

The following powers drain one charge per use: *Invisibility*, *fireball*, *knock*, *lightning bolt*, *pyrotechnics*, *ice storm*, *web*, *wall of fire*, *dispel magic*, and *passwall*.

These powers drain two charges per use: *Whirlwind* (identical to that caused by a djinni), *conjure elemental* (one of each type, 8 HD, per day), *plane travel*, and *telekinesis* (8th level, 200 lbs. maximum).

The staff adds a +2 bonus to saves vs. spell. It can be used to absorb wizard spell energy directed at its wielder, but if the staff absorbs energy beyond its charge limit, it explodes as if a "retributive strike" (see below) has been made. The spell levels of en-

ergy absorbed count only as recharging the staff, but they cannot be redirected immediately, so absorption is the only action possible that round. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

A retributive strike is a breaking of the staff. It must be purposeful and declared by the wielder. Then, all levels of spell energy in the staff are released in a 30'-radius globe. All creatures within 10' suffer damage equaling the number of spell "levels" in the rod (1 to 25) \times 8. The multiplier drops to 6 for those between 10'-20' away, and it is 4 for targets 20'-30' distant. Successful saves vs. magic indicate half damage.

The wielder has a 50% chance of traveling to another plane; else, the explosive release totally destroys him.

Staff of Power

Type:	Staff
Usable By:	Wizards
Range:	Special
Speed/Casting	
Time:	2
Duration:	Special
Charges:	1d6 + 19 (maximum)
Area of Effect:	Special
Saving Throw:	Special
XP Value:	12,000
Reference:	<i>DMG</i> , p. 154



The *staff of power* is a very potent magical item, with offensive and defensive abilities. These powers cost one charge each: *Continual light*; *magic missile* or *lightning bolt*; *darkness*, 5' radius; *ray of enfeeblement*; *levitation*; *cone of cold* or *fireball*.

The following powers drain two charges each: *Shield*, 5' radius; *globe of invulnerability*; and *paralyzation*. (Paralyzation is a ray from the end of the staff extending in a cone 40' long and 20' wide at the far end.)

The DM may assign alternate powers by random die roll.

The wielder gains a +2 bonus to Armor Class and saving throws. He may use the staff to smite opponents. It strikes as a +2 magical weapon and inflicts 1d6 + 2 points of damage; if one charge is expended, the

staff causes double damage, but two charges do not cause triple damage.

The wielder can make a retributive strike by breaking the staff. The action must be purposeful and declared by the wielder. Then, all levels of spell energy in the staff are released in a 30'-radius globe. All creatures within 10' suffer damage equal to eight times the number of spell levels of energy in the staff (1 to 25). The multiplier drops to 6 for those between 10'-20' away, and it is 4 for those 20'-30' distant. Successful saves vs. magic indicate half damage.

The wielder has a 50% chance of traveling to another plane; else, the explosive release totally destroys him.

The staff can be recharged.

Staff of the Serpent

Type:	Staff
Usable By:	Priests
Range:	0
Speed/Casting	
Time:	Special
Duration:	N/A
Charges:	N/A
Area of Effect:	Opponent
Saving Throw:	Special
XP Value:	7,000
Reference:	<i>PHB</i> , pp. 154-55



There are two varieties of this staff: the *python* and the *adder*.

The *python* strikes as a +2 magical weapon and inflicts 1d6 + 2 points of damage when it hits. If the priest throws the staff to the ground, it grows, becoming a constrictor snake 25' long (AC 3, 49 hit points, movement rate of 9). This happens in one round. The snake entwines if it scores a hit, the opponent being constricted for 2d4 + 2 points of damage per round. The victim remains trapped by the python until he dies or the creature is destroyed. Note that the python returns to its owner upon command. If it is destroyed while in snake form, the staff is destroyed.

The *adder* strikes as a +1 magical weapon and inflicts 2d2 points of damage when it hits. Upon command the head of the staff becomes that of an actual serpent (AC 5, 20 hit points). This head remains for one full turn. When a hit is scored, damage is not increased, but the victim must roll a successful saving throw vs. poison (strength E) or be slain. Only evil priests will employ an adder staff. If the snake head is killed, the staff is destroyed.

Neither staff has nor requires charges. Most of these staves—60%—are pythons.

Staff of Slinging

Type:	Staff
Usable By:	Priests (druids)
Range:	Special
Speed/Casting	
Time:	4 or 11
Duration:	N/A
Charges:	1d6 + 19 (maximum)
Area of Effect:	N/A
Saving Throw:	None
XP Value:	2,000
Reference:	DMG, p. 155



This magical quarterstaff appears to be a +1 weapon unless it is grasped by a druid, whereupon its power of slinging becomes evident. This power, which can be employed *only* by a druid, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock, etc.) of up to 9" in diameter and five pounds in weight. The object adheres to the end of the staff, and the wielder need then only swing the staff in an overhand arc to release the missile toward a desired target.

The missile leaves the staff on the downstroke of the overhand swing and travels in a low, rising trajectory, with the missile going 1' upward for every 10' traveled. Of course, the arc may be higher, or the missile

aimed so as to travel nearly vertically. (In the latter case, reverse the arcing ratio so that 1' of distance laterally is covered for every 10' of vertical rise.) The maximum range of such a missile is 180', with limits of 60' and 120' on short and medium range, respectively.

This staff also carries charges, and a druid wielding the item can expend one charge and thereby use the staff to hurl a missile of large size as if the wielder were a stone giant (range out to 300', 3d10 points of damage per hit). Whether used as a magical quarterstaff or by employing one of its powers, the staff bestows +1 to the wielder's attack roll and +1 per die to damage dealt out. The weapon can be recharged by a druid of 12th level or higher.

Staff-Spear

Type: Staff
Usable By: Warriors, rogues
Range: Special
Speed/Casting Time: 4 or 6
Duration: N/A
Charges: 1d6 + 19
(maximum)
Area of Effect: N/A
Saving Throw: None
XP Value: 1,000 per +1 of power
Reference: DMG, p. 154



When this seemingly ordinary quarterstaff is examined magically, it has an aura of alteration. Upon proper command, a long and sharp spear blade shoots forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the length of the weapon elongates to a full 12', and the third command recalls it to its original form. The powers and value of each staff-spear are determined

randomly when the item is first employed.

D20 Roll	To Hit/Damage	XP Value
1-6	+1	1,000
7-10	+2	1,500
11-13	+3	2,000
14-16	+4	2,500
17-19	+5	3,000
20	+3*	3,500

*Inflicts damage as ranseur (2d4), but still acts as a spear if used to thrust or when set to receive a charge.

Staff of Striking

Type: Staff
Usable By: Wizards, priests
Range: 0
Speed/Casting Time: 4
Duration: N/A
Charges: 1d6 + 19
(maximum)
Area of Effect: Opponent
Saving Throw: None
XP Value: 6,000
Reference: DMG, p. 155



This oaken staff is the equivalent of a +3 magical weapon. (If the weapon vs. armor type adjustment is used, the *staff of striking* is treated as the most favorable weapon type vs. any armor.) It causes 1d6 + 3 points of damage when a hit is scored. This expends a charge. If two

charges are expended, bonus damage is doubled (1d6 + 6), and if three charges are expended, bonus damage is tripled (1d6 + 9). No more than three charges can be expended per strike. The staff can be recharged.

Staff of Swarming Insects

Type: Staff
Usable By: Wizards, Priests
Range: 60 yards + 10
yards per level of
user

Speed/Casting
Time: 2
Duration: 1 round
Charges: 50 (maximum)
Area of Effect: Special
Saving Throw: None
XP Value: 100 per charge
Reference: DMG, p. 155



A staff of this sort is typically short and thick. When initially obtained or encountered, much of its length is covered with finely done carvings depicting winged biting and stinging insects (bees, deerflies, horseflies, wasps, and the like). Any priest character (cleric, druid, shaman, witch doctor, etc.) holding it can command the staff to create a swarm of such insects, at the same time expending one of the staff's charges.

Range is 60 yards + 10 yards per level of the user. The number of insects produced is 60 plus 10 per level. Every 10 insects inflict 1 point of damage upon the target victim, regardless of Armor Class, unless the victim is protected by a *force field*, engulfed in

flames, etc. Note, however, that the insects do not affect creatures larger than man-sized with a natural Armor Class of 5 or better.

When a vulnerable target is attacked by the swarm of flying insects, the target is unable to do anything other than attempt to dislodge and kill the things. The insect attack lasts for one round. Each time the staff is employed, one of the insect-shapes carved into its wooden surface disappears, so it is easy to determine how many charges are left in the staff. Unlike others of its ilk, a staff of this sort can have as many as 50 initial charges. However, it cannot be recharged.

Staff of Thunder & Lightning

Type:	Staff
Usable By:	Any
Range:	Special
Speed/Casting Time:	1
Duration:	N/A
Charges:	1d6 + 19 (maximum)
Area of Effect:	Special
Saving Throw:	Special
XP Value:	8,000
Reference:	DMG, p. 155



Magically examined, this +2 quarterstaff radiates alteration magic. Its other magical properties are as follows:

Thunder: The staff strikes as a +3 weapon, and unless the opponent struck saves vs. staff, he is *stunned* from the noise of the staff's impact—unable to take any further action in the round and having last initiative in the next round (one charge).

Lightning: A short spark of electricity leaps forth upon a hit, causing normal staff damage, plus 2d6 points of shock damage. Note that the staff might not score a hit, but the electrical discharge discounts any form of metal armor (making the target effectively AC 10 for this purpose), so only such damage might apply (one charge).

Thunderclap: The staff sends forth a cone of deafening noise, 5' wide at the apex, 40'

long, and 20' wide at a point farthest from the source. All creatures within this cone, wholly or partially, must save vs. staff or be *stunned* for 1d2 rounds and unable to hear for 1d2 additional rounds. Those who save are unable to hear for 1d4 rounds, but suffer no loss of attacks (two charges).

Lightning Stroke: A bolt of 8d6 strength lightning is generated, causing 16–48 points of damage (rolls of 1 are counted as 2) to those who fail to save. The stroke can be single or forked (two charges).

Thunder & Lightning: This combines the *thunderclap* with a forked lightning bolt for 8d6 damage, with rolls of 1 or 2 counted as rolls of 3. A saving throw applies, with deafness and half damage suffered by those who are successful (four charges).

Casting time equals charges expended.

Staff of Withering

Type: Staff
Usable By: Any
Range: 0
Speed/Casting Time: 4
Duration: N/A
Charges: 1d6 + 19
(maximum)
Area of Effect: Opponent
Saving Throw: Special
XP Value: 8,000
Reference: DMG, p. 155



The *staff of withering* is a +1 magical weapon. A hit from it causes 1d4 + 1 points of damage. If two charges are expended when a hit is scored, the creature struck also ages 10 years, with its abilities and lifespan adjusted for the resulting age increase. If three charges are expended when a hit is made, one of the opponent's limbs shrivels and become useless un-

less the creature successfully saves vs. spell. (Randomly check for which limb is struck.)

Ageless creatures (undead, demons, devils, etc.) cannot be aged or withered. Each effect of the staff is cumulative, so that three charges can cause damage, aging, and withering. Aging a dwarf is of little effect, while aging a dragon could actually aid the creature.

Staff of the Woodlands

Type:	Staff
Usable By:	Priests (druids)
Range:	0
Speed/Casting Time:	Special
Duration:	Special
Charges:	1d6 + 19 (maximum)
Area of Effect:	Special
Saving Throw:	None
XP Value:	8,000
Reference:	DMG, p. 155



This sort of staff is always made from oak, ash, or yew, finely grained, beautifully carved, and bound with bronze. It is effective only in the hands of a druid. Each staff has the following powers, with each power expending one charge per use:

Wall of thorns

Animal friendship plus speak with animals

*Animate tree**

*This function duplicates the ability of a treant to cause a large tree to move at a movement rate of 3 and attack as if it were an elder (12 HD) treant, and in all other respects becoming a virtual treant for eight rounds per charge expended. Note that one

round is required for the tree to animate, and it returns to rooting on the eighth, so only six of the initial eight rounds are effectively available for attack function.

In addition to these powers, each *staff of the woodlands* has a magical weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day: The +4 staff has no additional powers; the +3 staff also confers the powers of *pass without trace*; the +2 staff confers the powers of *pass without trace* and *barkskin*; the +1 staff confers the powers of the +2 staff plus the power of the *tree* spell. To determine which sort of staff has been discovered, assign even chances for each of the four types.

Wand of Conjunction

Type: Wand
Usable By: Wizards
Range: Special
Speed/Casting Time: 5
Duration: Special
Charges: 1d20 + 80
(maximum)
Area of Effect: Special
Saving Throw: Special
XP Value: 7,000
Reference: DMG, p. 156



Grasping this device enables a wizard to recognize any cast or written conjuration/summoning spell (*unseen servant*, *monster summoning*, *conjure elemental*, *death spell*, *invisible stalker*, *limited wish*, *symbol*, *maze*, *gate*, *prismatic sphere*, *wish*). The wand also has the following powers, which require expenditure of one charge each: *unseen servant*, *monster summoning*. (A maximum of six charges may be expended, one per level of the *monster summoning I*, *threemonster summoning II*, *two monster summoning III*, or any combination totaling six. The wizard must be of a sufficient experience level to cast the appropriate *summoning spell*.)

The *wand of conjuration* can also conjure

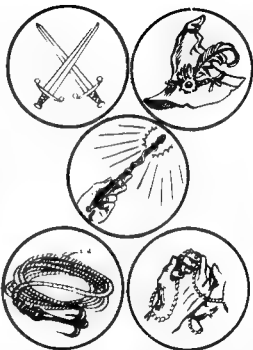
up a *curtain of blackness*—a veil of total black that absorbs all light. The *curtain of blackness* can cover a maximum area of 600 square feet (60' × 10', 40' × 15', 30' × 20'), but it must stretch from ceiling to floor, wall to wall. The *curtain* takes two charges to conjure. The veil of total lightlessness can be penetrated only by physical means or magic.

The wand also enables its wielder to construct a *prismatic sphere (or wall)*, one color at a time, red to violet, at a cost of one charge per color.

Each function of the wand has a speed of 5, and only one function per round is possible. The wand can be recharged.

Wand of Corridors

Type:	Wand
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	1 turn
Charges:	1d20 + 80 (maximum)
Area of Effect:	10' × 10' × 50' path
Saving Throw:	None
XP Value:	4,000
Reference:	<i>Tome</i> , p. 131



This wand allows its user to clear short corridors through the elemental plane of Earth and the quasi-elemental plane of Minerals. It does not function on any other plane, although it radiates magic. It is especially useful on the plane of minerals since travelers need not contact the sharp edges of the minerals.

One charge clears a 10' × 10' × 50' path. The corridor is completed in one turn. The wand has no effect on animals or living creatures. Thus, if the wand clears a path through a space occupied by an earth elemental, the creature is unharmed, but is alerted to persons in the corridor. The wand can be recharged.

Wand of Earth and Stone

Type: Wand
Usable By: Any
Range: Special
Speed/Casting
Time: 3
Duration: Special
Charges: 1d20 + 80
(maximum)
Area of Effect: Special
Saving Throw: Special
XP Value: 1,000
Reference: DMG, p. 156



A wand of this sort is typically short and tipped with some form of mineral. It is imbued with the following powers:

<i>Dig</i>	$\frac{1}{2}$ charge per use
<i>Passwall</i>	one charge per use
<i>Move earth</i>	two charges per use

In addition, 50% of all such wands have the following powers:

<i>Transmute mud to rock</i>	one charge/use
<i>Transmute rock to mud</i>	one charge/use

Wand of Element Transmogrification

Type: Wand
Usable By: Any
Range: 60'
Speed/Casting Time: 3
Duration: N/A
Charges: 1d20 + 80
(maximum)
Area of Effect: Special
Saving Throw: Special
XP Value: 2,000
Reference: Tome, p. 131



This wand changes a quantity of one element into an equal amount of another element. The element to be affected must be within 60' of the wielder, who merely points the wand at the element and speaks the command word. For every 10 cubic feet (or portion thereof) transformed, one charge is drained from the wand.

The effect is permanent unless a successful *dispel magic* is cast.

Elements created by this wand have special characteristics. Fire requires no fuel to burn. Water never evaporates. Air is absolutely pure, but unless contained, the air mingles with the atmosphere and is lost forever. Earth can appear as soil, sand, clay, or stone. It is not possible to create treasure with this wand.

This wand has no effect upon creatures

except those from the elemental planes. By changing such creatures into their element of opposition, the creature is totally obliterated.

An elemental creature attacked by the wand is allowed a save vs. wand. If the save is failed, the elemental is destroyed. Otherwise, the creature is not obliterated outright, but suffers 6d6 points of damage and retains its true form.

In attacking an elemental, the number of Hit Dice of the elemental determines the number of charges used: 1 charge for an 8 HD elemental, 2 charges for a 12 HD elemental, and 3 charges for a 16 HD elemental. The wand cannot change an elemental into another type of elemental.

The wand can be used once per round. It can be recharged.

Wand of Enemy Detection

Type: Wand
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: 1 turn per charge
Charges: 1d20 + 80
(maximum)
Area of Effect: 60'
Saving Throw: None
XP Value: 2,000
Reference: DMG, p. 156



This wand pulses in the wielder's hand and points in the direction of any creature(s) hostile to the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. Detection range is a 60' sphere. The function requires one charge to operate for one turn. The wand can be recharged.

Wand of Fear

Type: Wand
Usable By: Wizards, priests
Range: 0
Speed/Casting Time: 3
Duration: 6 rounds
Charges: 1d20 + 80
(maximum)
Area of Effect: 60' cone with a 20' base
Saving Throw: Negates
XP Value: 3,000
Reference: DMG, p. 156



When the *fear* wand is activated, a pale amber ray springs from the tip of the wand, forming a cone 60' long \times 20' in base diameter, which flashes on and instantly disappears. Each creature touched by the ray must roll a successful saving throw vs. wand or react as per the *cause fear* spell (1st level priest

spell, *remove fear* reversal). In other words, creatures affected by the wand turn and move at fastest possible speed away from the wielder for six rounds. Each use costs one charge. The wand can operate just once per round. It can be recharged.

Wand of Fire

Type:	Wand
Usable By:	Wizards
Range:	Special
Speed/Casting Time:	Special
Duration:	Special
Charges:	1d20 + 80 (maximum)
Area of Effect:	Special
Saving Throw:	Special
XP Value:	4,500
Reference:	DMG, p. 156



This wand can function like the following wizard spells:

Burning hands: The wand emits a fan-shaped sheet of fire 10' wide at its end and 12' long. Each creature touched suffers 6 points of damage. The sheet of fire appears instantly, shoots forth dark red flames, and snuffs out in less than one second. It expends one charge.

Pyrotechnics: This function duplicates the spell of the same name. It has an initiative penalty of +2 and expends one charge.

Fireball: The wand coughs forth a pea-sized sphere that streaks out to the desired range (to a maximum of 160') and bursts in a fiery, violet-red blast, just like the *fireball* spell. The initiative penalty is +2, and this expends two charges. The fireball inflicts

6d6 points of damage, but all 1s rolled are counted as 2s (i.e., the burst causes 12-36 points). A saving throw vs. wand is applicable.

Wall of fire: The wand can be used to draw a fiery curtain of purple-red flames 1,200' square (10' × 120', 20' × 60', 30' × 40', etc.). The flames last for six rounds and cause 2d6 + 6 points of damage if touched (2d4 points if within 10' of the fire, 1d4 if within 20'). The flames can also be shaped into a ring around the wand user (but the circle is 25' in diameter). The initiative penalty is +3, and its use expends two charges.

The *wand of fire* can operate just once per round. It can be recharged.

Wand of Flame Extinguishing

Type: Wand
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Special
Charges: 1d20 + 80
(maximum)
Area of Effect: Special
Saving Throw: None
XP Value: 1,500
Reference: DMG, p. 156



This sort of wand has three separate functions:

Nonmagical fires of normal size can be extinguished without using any charges. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplace—equal to four to six billets of wood burning hotly.

To extinguish large, nonmagical fires, flaming oil in quantity equal to a gallon or more, the fire produced by a fiend, a *flame tongue* sword, or a *burning hands* spell, one charge is expended from the wand. Contin-

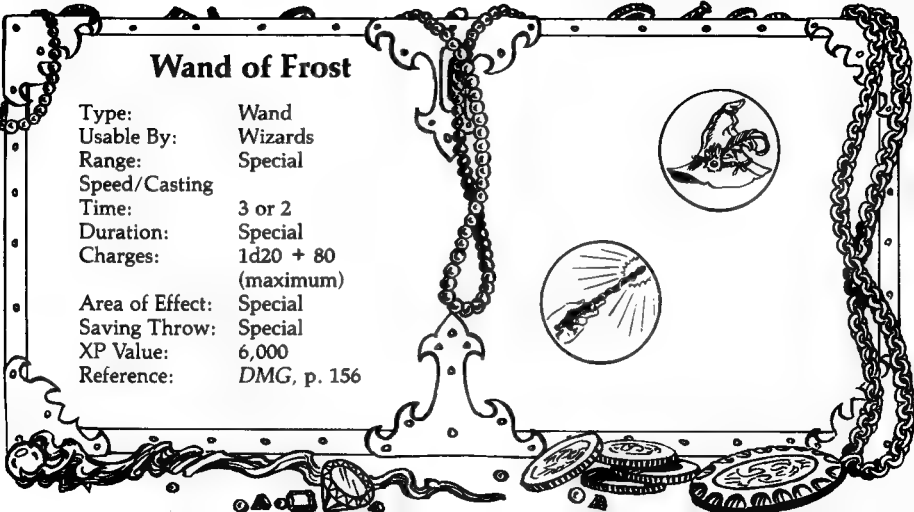
ual magical flames, such as those of a sword or a creature able to ignite, are extinguished for six rounds and flare up again after that time.

When applied to large magical fires such as *fireball*, *flame strike*, or *wall of fire* spells, two charges are expended from the wand as the flames are extinguished.

If the device is used upon a creature composed of flame (a fire elemental, for instance), a successful attack roll inflicts 6d6 points of damage.

Wand of Frost

Type: Wand
Usable By: Wizards
Range: Special
Speed/Casting Time: 3 or 2
Duration: Special
Charges: 1d20 + 80
(maximum)
Area of Effect: Special
Saving Throw: Special
XP Value: 6,000
Reference: DMG, p. 156



A frost wand can perform three functions that duplicate wizard spells:

Ice storm: A silvery ray springs forth from the wand and an ice (or sleet) storm occurs up to 60' away from the wand holder. This function requires one charge.

Wall of ice: The silvery ray forms a wall of ice 6" thick, covering a 600-square-foot area (10' x 60', 20' x 30', etc.). Its initiative penalty is +2, and it uses one charge.

Cone of cold: White crystalline motes

spray forth from the wand in a cone with a 60' length and a terminal diameter of 20'. The initiative penalty is +2, and the effect lasts just one second. The temperature is -100°F., and damage is 6d6, treating all 1s rolled as 2s (6d6, 12-36). The cost is two charges per use. Saving throws vs. wands are applicable.

The wand can function once per round and can be recharged.

Wand of Illumination

Type:	Wand
Usable By:	Any
Range:	Special
Speed/Casting Time:	3
Duration:	Special
Charges:	1d20 + 80 (maximum)
Area of Effect:	Special
Saving Throw:	Special
XP Value:	2,000
Reference:	DMG, pp. 156-57



This wand has four separate functions, three of which approximate wizard spells and one of which is unique:

Dancing lights: The wand produces this effect at the cost of one charge.

Light: The wand sends forth light (per the spell) with an expenditure of one charge.

Continual light: This function requires two charges.

Sunburst: When this effect is called forth, the wand delivers a sudden flash of brilliant, greenish white light with blazing golden rays. The range of this sunburst is 120 yards

maximum, and its duration is $\frac{1}{10}$ of a second. Its area of effect is a globe 40' in diameter. Any undead within this globe suffer 6d6 points of damage, with no saving throw. Living creatures within or facing the burst must roll successful saving throws vs. wand or be blinded for one round and be unable to do anything during that period. (Of course, the creatures in question must have sight organs sensitive to the visible light spectrum.) This function requires three charges.

The wand can be recharged.

Wand of Illusion

Type:	Wand
Usable By:	Wizards
Range:	140 yards
Speed/Casting Time:	6
Duration:	Special
Charges:	1d20 + 80 (maximum)
Area of Effect:	Special
Saving Throw:	Special
XP Value:	3,000
Reference:	<i>DMG</i> , p. 157



This wand creates audible and visual illusions (see *audible glamer*, *phantasmal force*). The wand emits an invisible ray with a 140 yard maximum range. The effect has an initiative penalty of +3. The wand wielder must concentrate on the

illusion in order to maintain it—he can move normally but can't melee during this time. Each portion, audible and visual, costs one charge to effect and one per round to continue. The wand can be recharged.

Wand of Lightning

Type:	Wand
Usable By:	Wizards
Range:	Special
Speed/Casting Time:	Special
Duration:	N/A
Charges:	1d20 + 80 (maximum)
Area of Effect:	Special
Saving Throw:	Special
XP Value:	4,000
Reference:	DMG, p. 157



This wand has two functions that closely resemble wizard spells:

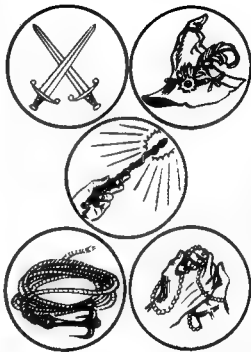
Shock: This inflicts 1-10 points of damage to a target struck in melee combat, with no saving throw. Characters wearing metal armor and/or shields are treated as Armor Class 10. Plain leather and wood armor do not affect Armor Class, but a *ring of protection* does. The shock uses one charge.

Lightning bolt: The possessor of the wand can discharge a bolt of lightning. The stroke can be either a forked or a straight bolt (see the wizard spell *lightning bolt*). Damage is 12-36 (6d6, treating 1s as 2s), but a saving throw is applicable. This function uses two charges and has an initiative penalty of +2.

The wand can be recharged. It can perform only one function per round.

Wand of Magic Detection

Type: Wand
Usable By: Any
Range: 0
Speed/Casting Time: 1 round
Duration: Special
Charges: 1d20 + 80
(maximum)
Area of Effect: 30' radius
Saving Throw: None
XP Value: 2,500
Reference: DMG, p. 157



This wand is similar in operation to the *enemy detection* wand. If any form of magic is in operation, or if a magical item exists within a 30' radius, the *magic detection* wand pulses and points to the strongest source. Note that the wand will point to a person upon whom a spell has been cast.

Operation requires one round, and successful rounds point out successively less powerful magical radiations. The

school of magic (abjuration, alteration, etc.) can be determined if one round is spent concentrating on the subject emanation. One charge is expended per turn (or fraction thereof) of use. Starting with the second round of continuous use, there is a 2% cumulative chance per round that the wand will temporarily malfunction and indicate nonmagical items as magical, or vice versa. The wand can be recharged.

Wand of Magic Missiles

Type: Wand
Usable By: Any
Range: 60'
Speed/Casting Time: 3
Duration: 2 per round
Charges: 1d20 + 80
(maximum)
Area of Effect: Opponent
Saving Throw: None
XP Value: 4,000
Reference: DMG, p. 157



This wand discharges magic missiles similar to those of the 1st level wizard spell of the same name. A missile causes $1d4 + 1$ points of damage. It always hits its target when the wand is wielded by a wizard; otherwise, an attack roll is required. The wand has an initiative penalty of +3, and each missile costs one charge. A maximum of two can be expended in one round. The wand can be recharged.

Wand of Metal and Mineral Detection

Type:	Wand
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	2 turns per charge
Charges:	1d20 + 80 (maximum)
Area of Effect:	30' radius
Saving Throw:	None
XP Value:	1,500
Reference:	DMG, p. 157



This wand has a 30'-radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective area of operation. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, etc.). If the specific miner-

al is within range, the wand points to any and all places it is located, and the wand possessor knows the approximate quantity as well. Each operation requires one round. Each charge powers the wand for two full turns. The wand can be recharged.

Wand of Misplaced Objects

Type: Wand
Usable By: Any
Range: 60 yards
Speed/Casting Time: 3
Duration: 1 round
Charges: 1d20 + 80
(maximum)
Area of Effect: 1 victim per charge
Saving Throw: None
XP Value: 2,000
Reference: *Tome*, p. 131



This wand emits a multitude of golden orbs that rush toward a target creature, surround him, and swirl wildly for one round. During this time the victim is confused and can take no action.

At the end of the round, the orbs vanish and the victim is free to act. He discovers, however, that all objects on his person have been moved. Some items are located inconveniently while others are nowhere to be seen. The more a victim owns, the more confused the situation becomes. The DM is encouraged to be devious.

Because of the chaotic placement of items, the victim suffers several penalties. Movement is reduced by half. Armor Class of characters wearing armor is worsened by 2, since pieces are not worn properly. Attack rolls are made at a -2 penalty (elim-

nated if the victim spends 1d4 + 1 rounds rearranging his gear).

A character requiring an item carried in any container (backpack, etc.) must spend 2d6 rounds looking for the item (canceled if three turns are spent repacking all gear).

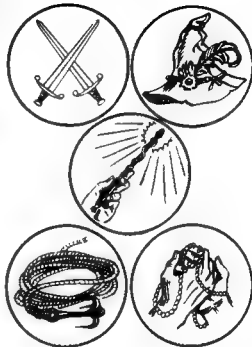
The DM must define the locations of objects any time a character reaches for them or if they impair motion or sight. When deciding locations of objects, the DM should state the obvious effects of impaired sight and movement at once, such as a cloak over the face.

Items held within a *bag of holding*, *He-ward's handy haversack*, or other magical holders are unaffected, but the containers themselves are subject to relocation.

The wand uses one charge per attack. It can be recharged.

Wand of Negation

Type: Wand
Usable By: Any
Range: 60 yards
Speed/Casting Time: 3
Duration: 1 round
Charges: 1d20 + 80
(maximum)
Area of Effect: 1 target creature or object
Saving Throw: Special
XP Value: 3,500
Reference: DMG, p. 157



This device negates the spell or spell-like function(s) of rods, staves, wands, and other magical items. The individual with the *negation* wand points the device, and a pale gray beam shoots forth to touch the target device or individual. This totally negates any wand function

and makes any other spell or spell-like function from a device 75% likely to be negated, regardless of the level or power of the spell. The wand can function once per round, and each negation drains one charge. The wand cannot be recharged.

Wand of Paralyzation

Type: Wand
Usable By: Wizards
Range: 60 yards
Speed/Casting Time: 3
Duration: 5d4 rounds
Charges: 1d20 + 80
(maximum)
Area of Effect: Opponent
Saving Throw: Negates
XP Value: 3,500
Reference: DMG, p. 157



This wand shoots forth a thin ray of bluish color to a maximum range of 60'. Any creature touched by the ray must roll a successful saving throw vs. wand or be rendered rigidly immobile for 5d4 rounds. A save indicates the ray missed, and there is no effect. As soon as the

ray touches one creature, it stops—the wand can attack only one target per round. The wand has an initiative modifier of +3, and each use costs one charge. The wand may operate once per round. It may be recharged.

Wand of Polymorphing

Type: Wand
Usable By: Wizards
Range: 60 yards
Speed/Casting Time: 3
Duration: Special
Charges: 1d20 + 80
(maximum)
Area of Effect: 1 target creature
Saving Throw: Negates
XP Value: 3,500
Reference: DMG, pp. 157-58



This wand emits a thin, green beam that darts forth to a maximum distance of 60 yards. Any creature touched by this beam must make a saving throw vs. wand (success indicating a miss) or be *polymorphed* (as the *polymorph others* spell). The wielder may opt to turn the victim into a snail, frog, insect, etc., as long as the result is a small and inoffensive creature.

The possessor of the wand may elect to touch a creature with the device instead. Unwilling creatures must be hit and are also

entitled to a saving throw. If the touch is successful, the recipient is surrounded by dancing motes of sparkling emerald light, and then transforms into whatever creature-shape the wand wielder wants. This is the same magical effect as the *polymorph self* spell.

Either function has an initiative modifier of +3. Each draws one charge. Only one function per round is possible. The wand can be recharged.

Wand of Prime Material Pocket

Type: Wand
Usable By: Any
Range: 0
Speed/Casting Time: 3
Duration: Special
Charges: $1d20 + 80$ (max.)
Area of Effect: 10'-diameter sphere per charge

Saving Throw: None
XP Value: 5,000
Reference: *Tome*, pp. 131-32



This wand allows a spherical pocket to be created in any plane. The conditions within the pocket are similar to the environment of the wielder's Prime Material plane. The pocket typically contains ground and air and has a controlled temperature. The lower third of the sphere is usually occupied by land and water, while the upper portion of the sphere is usually occupied by atmosphere.

The surface of the pocket is semipermeable, allowing creatures to exit and enter the sphere, but keeps the elemental conditions of the pocket completely separate from the elemental plane.

One charge creates a sphere 10' in diameter. If the wielder wishes, multiple charges

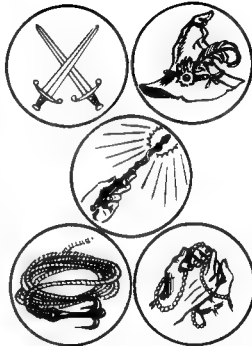
can be used to create larger spheres. Thus, a 30'-diameter sphere could be created using three charges.

The conditions inside the pocket are of the wielder's choosing, although they must be similar to an area that naturally exists on the Prime Material plane. The pocket cannot contain buildings or manmade items.

The pocket lasts $1d6 + 6$ hours on any plane other than the plane of Fire, on which the pocket lasts 1d6 hours. The wielder may choose to use the wand before the pocket dissipates to extend the life of the existing pocket. The pocket can be destroyed through the use of a *dispel magic* spell. The wand is not rechargeable.

Wand of Secret Door and Trap Location

Type:	Wand
Usable By:	Any
Range:	0
Speed/Casting Time:	3
Duration:	1 round
Charges:	1d20 + 80 (maximum)
Area of Effect:	Special
Saving Throw:	None
XP Value:	5,000
Reference:	DMG, p. 158



This wand has an effective radius of 15' for secret door location, 30' for trap location. When the wand is energized it pulses in the wielder's hand and points to all secret doors or traps within range. Note that it locates either doors *or* traps, not both during one operation. It requires one round to function and draws one charge. The wand can be recharged.

Wand of Size Alteration

Type: Wand
Usable By: Any
Range: 10 yards
Speed/Casting Time: 3
Duration: 3 turns
Charges: 1d20 + 80
(maximum)
Area of Effect: 1 creature and its equipment
Saving Throw: Negates
XP Value: 3,000
Reference: DMG, p. 158



A wand of this sort enables the wielder to cause any single creature of virtually any size to *enlarge* or *diminish*. Either effect causes a 50% change in size.

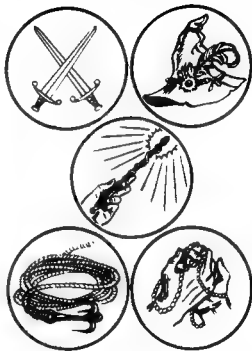
Relative Strength and power increase or decrease proportionally, provided the weaponry employed is proportionate or usable. For humanoid creatures enlarged, Strength is roughly proportional to that of a giant of corresponding size. For example, a humanoid enlarged to 9' tall is roughly equivalent to a hill giant (19 Strength), a 13'-tall humanoid equals a fire giant (22 Strength).

The wand's power has a range of 10 yards. The target creature and all it is wearing or carrying are affected unless a saving throw succeeds. Note that a willing target need not make a saving throw.

The effect of the wand can be removed by a *dispel magic* spell, but if this is done, the target must roll a system shock check. It can also be countered if the possessor of the wand wills the effect to be canceled before the duration of the effect expires. Each use of the wand (but not the cancellation of an effect) expends one charge. The wand can be recharged by a wizard of 12th or higher level.

Wand of Wonder

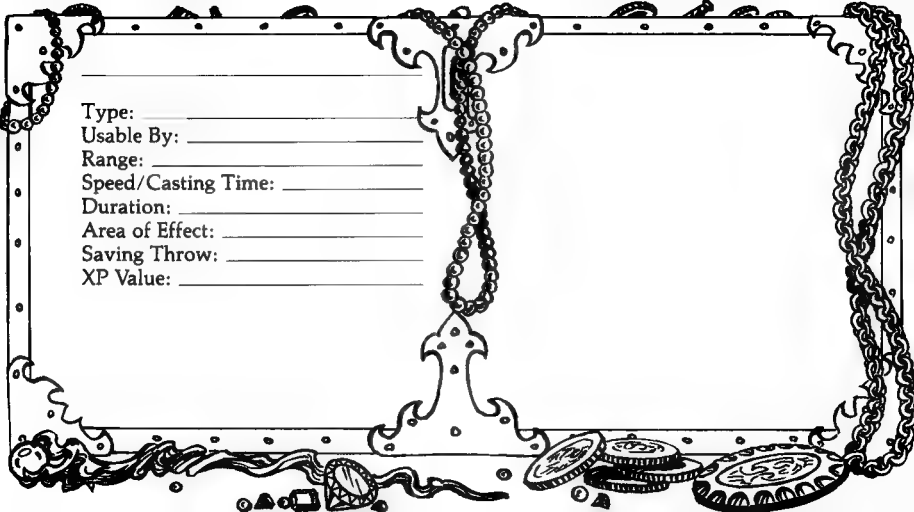
Type: Wand
Usable By: Any
Range: Special
Speed/Casting Time: 3
Duration: Special
Charges: 1d20 + 80
(maximum)
Area of Effect: Special
Saving Throw: Special
XP Value: 6,000
Reference: DMG, p. 158



The wand of wonder is an unpredictable device that generates random effects. The DM may alter these as he sees fit. Possible functions of the wand: (D100 Roll) 01-10 *Slows* target for one turn; 11-18 *Deludes* wielder for one round into believing the wand functions as indicated by a second die roll; 19-25 *Gust of wind*, double force of spell; 26-30 *Stinking cloud* at 30' range; 31-33 *Heavy rain* falls for one round on 60' radius of wielder; 34-36 *Summon* rhino (1-25), elephant (26-50), or mouse (51-00); 37-46 *Lightning bolt* (70' × 5') as wand; 47-49 Stream of 600 large butterflies pour forth for two rounds, blinding everyone (including the wielder); 50-53 *Enlarge* target if within 60'; 54-58 *Darkness* in a 30'-diameter hemisphere at 30' distance from wand; 59-62 *Grass* grows in 160' area be-

fore wand, or existing grass grows to 10 times normal size; 63-65 *Vanish* any nonliving object of up to 1,000 lbs. mass and up to 30 cubic feet in size (object ethereal); 66-69 *Diminish* wielder to $\frac{1}{12}$ height; 70-79 *Fireball* as wand; 80-84 *Invisibility* covers wielder; 85-87 *Leaves* grow from target within 60'; 88-90 10-40 gems of 1 gp base value shoot forth in a 30' stream, each causing 1 point of damage to any creature in path—roll 5d4 for number of hits; 91-97 *Shimmering colors* dance over a 40' × 30' area before wand—creatures therein blinded for 1d6 rounds; 98-00 *Flesh to stone* (reverse if target is stone) within 60'.

The wand uses one charge per function. It cannot be recharged. Where applicable, saving throws should be made.



Type: _____

Usable By: _____

Range: _____

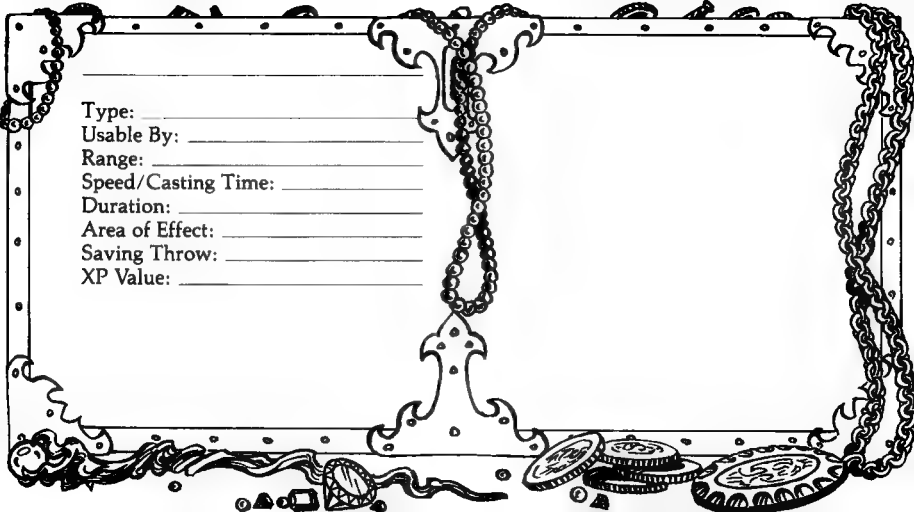
Speed/Casting Time: _____

Duration: _____

Area of Effect: _____

Saving Throw: _____

XP Value: _____



Type: _____

Usable By: _____

Range: _____

Speed/Casting Time: _____

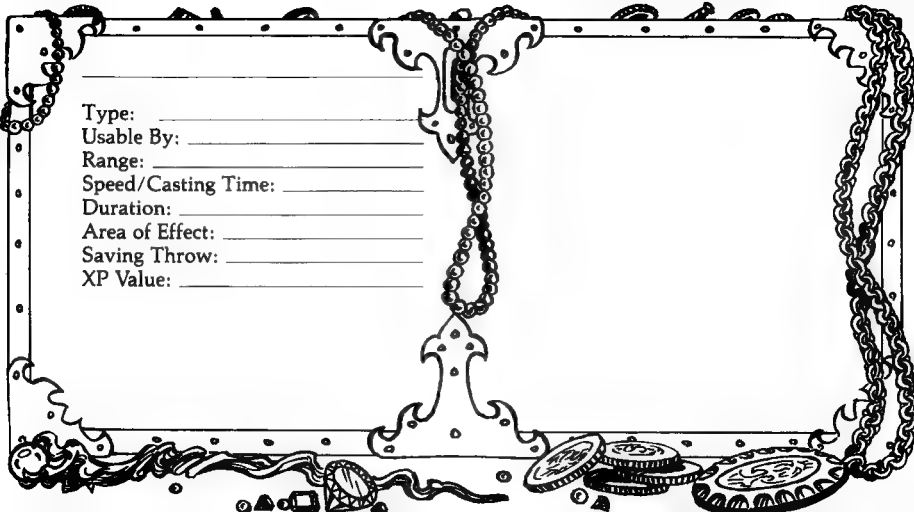
Duration: _____

Area of Effect: _____

Saving Throw: _____

XP Value: _____

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Type: _____
Usable By: _____
Range: _____
Speed/Casting Time: _____
Duration: _____
Area of Effect: _____
Saving Throw: _____
XP Value: _____

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Type: _____

Usable By: _____

Range: _____

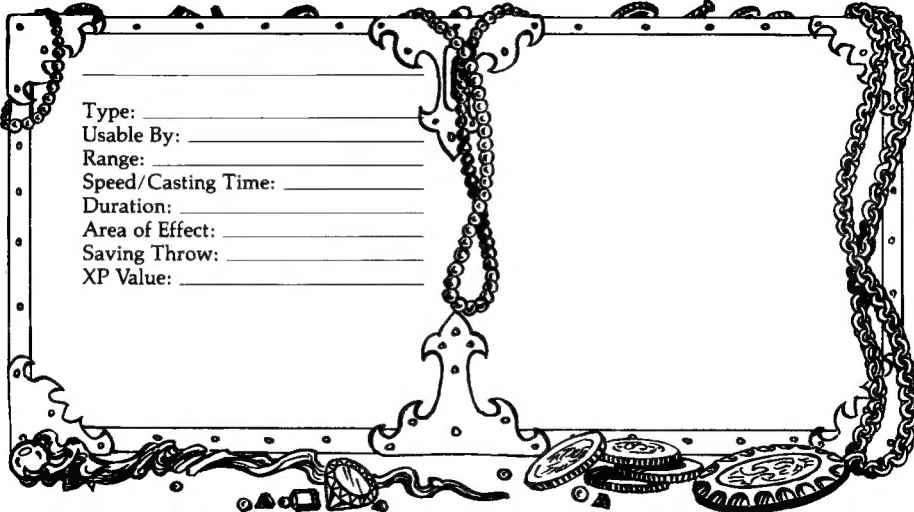
Speed/Casting Time: _____

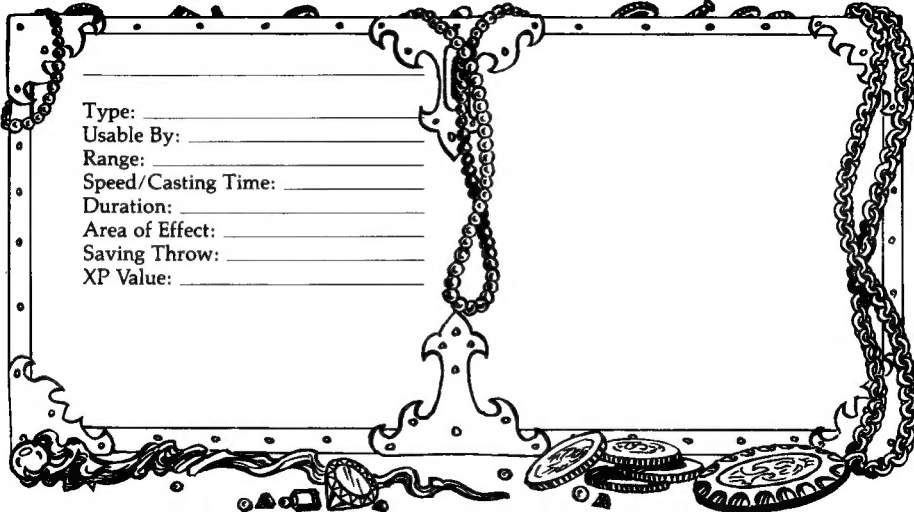
Duration: _____

Area of Effect: _____

Saving Throw: _____

XP Value: _____





Type: _____
Usable By: _____
Range: _____
Speed/Casting Time: _____
Duration: _____
Area of Effect: _____
Saving Throw: _____
XP Value: _____

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